

TAKE YOUR GAME FURTHER™ BRADYGAMES

絶対包囲
hack® Part 4
QUARANTINE™
Official Strategy Guide

By Laura Parkinson and Beth Hollinger

Covers PlayStation 2
Computer Entertainment System

This game
has received
the following
rating from
the ESRB:



SECRET KEYWORD DUNGEONS

**BAN
DAI**

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Introduction

Once upon a time there was a world, and within that world was an online game, itself known as The World. Inside The World were two characters: Orca, the experienced legend, and Kite, the confused newbie. Orca planned to help his best friend Kite learn the game, showing him all of the ropes, but the unbelievable put a stop to those plans. On their first exploration together and in Kite's first journey into The World, tragedy struck. A mysterious monster attacked Orca, not only damaging his character in the game but also somehow putting his player into a coma. Now Kite must take on the task of finding out just what happened and put it to rights, even while still learning the game himself.

.hack®://Quarantine™ is the fourth and final game in the .hack series. Here you continue the journey of Kite, now far beyond his recent newbie roots and quickly becoming a legend himself. The online avatar of what used to be a normal schoolboy, Kite has made many friends and conquered countless areas and challenges, and now he must face his toughest challenges yet as he narrows in on the cause of the disruptions within The World and tries to destroy it.

In this game you play one character within The World, amid many other characters seemingly played by other characters, all connected to one game. It is the illusion of an online game within a single-player experience, a unique type of game that quickly immerses you into this created world. Whether you've played the previous games in the series or are completely new to The World you can still enjoy this final volume, making friends, collecting items, and destroying enemies along the way.

Sit back, enjoy, and happy hacking!



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GETTING STARTED

.hack://QUARANTINE is the fourth and final game in a series, with three similar installments stretching out before it. Because of this you can use the Save Data from previous volumes to continue the adventures you experienced in those volumes, but don't worry—this game is playable by new *.hackers*. You may need a bit of time to get your footing in the middle of the story, and you lack some of the equipment and friendships from the previous installments.

STARTING THE GAME

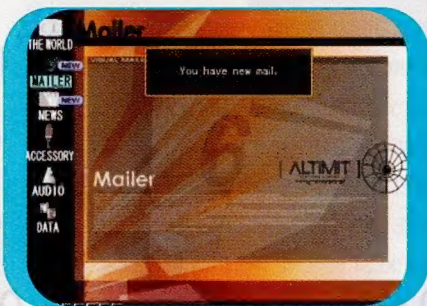
For returning players, converting the previous volume's completed save data allows you to keep your character levels, equipment, and other progress from one game to the next. As long as a save file has a Data Flag from volume three, you can use the "Convert" option from the game's main screen to import it.



If you are new, watch the opening movies to gain a bit of understanding of the story thus far. Also be warned that this guide tends to approach the game from the standpoint of a returning player, but there are still helpful hints for a new player to get the most from the game and the guide. The game itself tends to ease a player into the game with a slower, simpler introduction. This helps new players to find their footing, and eases returning players back into the swing of things carefully.

THE DESKTOP

The Desktop acts as your portal to various services, not the least of which is the "online game" itself.



The World—Here you access the online game known as "The World." Once you log in you can check Board Messages or access the actual game.

Mailer—This familiar option is your Desktop's e-mail program. You can read messages sent to Kite from his friends or other contacts, and reply to select mailings.

News—Here you can read news messages pertaining to "real world" events. Software upgrades, disasters, human-interest stories all are found here.

Accessory—This is the option that allows you to change your Desktop's background image.

Audio—This selection allows you to change the background music for your Desktop, or to view the various movies from the game.

Data—Here you can save your game from the Desktop. Except for a few special prompts, you can only save your game here or at one of the Recorders in a Root Town.

All players have new mail and news to read at the start of the game and after various events. Read all of the mail to get an idea of what you are supposed to do now, and to get a better grasp of what came before.

THE ENTRY SCREEN

Selecting the option to enter The World brings you to the game's entry screen. From here you can quit back to Desktop, read the BBS, or continue on into the game. You reach this screen any time you go between your Desktop and the game, whether it's logging in or logging out.

Whenever you see the "new" icon next to the Board option, select it to go to the BBS and read the new messages. Often this gives you the next step in the storyline, or important areas to gain powerful items and the like. New players have plenty of reading to do, as these new messages include various tutorials and introductions to key game concepts, as well as some of the messages leading to making new friendships or tackling some of the side quests originally introduced in previous volumes.

When you've finished reading the board return to this entry screen and Log In. You now enter The World itself, and can finally really get started on your adventure.



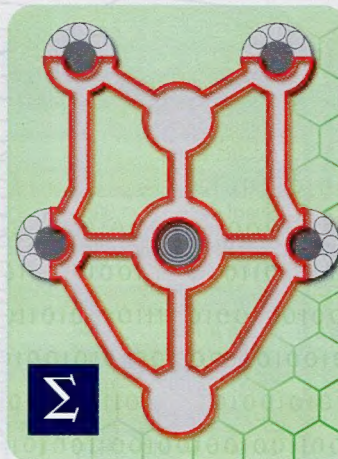
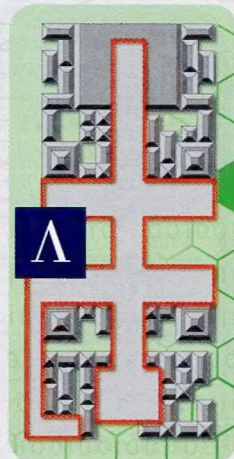
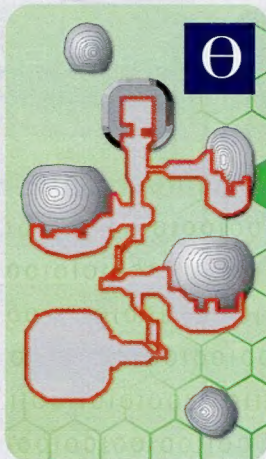
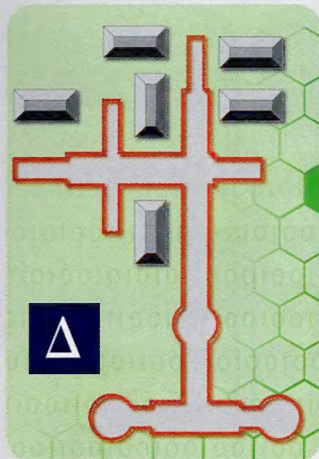
YOUR CHARACTER

Your avatar within the game is the character known as Kite, who in the game world is directed by a schoolboy searching for a cure for his friend.

THE TOWNS

There are five "towns" within The World, each a Root Town acting as the center of one of the game's five servers. Four of these towns have opened throughout the course of the game, with the fifth becoming available just minutes into *.hack://QUARANTINE*. The servers corresponding to the Root Towns are, from (generally) easiest to hardest, Δ (Delta), Θ (Theta), Λ (Lambda), Σ (Sigma), and finally Ω (Omega). To change servers and thus Root Towns, use the Chaos Gate within your current town.

While inside a Root Town you can make use of the various services such as saving your game, buying and selling items, or raising a Grunty. There are also some other things that can only be done within a Root Town, such as checking your Books of Ryu or trading items with the other characters wandering the town. While the layout of each town is different each holds the same services, except for Mac Anu on Δ Server, which doesn't have a Grunt Shop. Also the items available within each shop differ from server to server. To get around between these services view the map to the upper right corner of the screen, with different icons marking different services.



TOWN SHOPS

The services in each Root Town are a Recorder, Elf's Haven, Item Shop, Weapon Shop, and a Magic Shop. With the aforementioned exception of Mac Anu, each town also holds a Grunt Shop. Speak to the shopkeeper of each of these to get an idea of the services, or to use them.

Recorder

Much like the "Data" option of the Desktop, this service allows you to save your progress. There is no ability to save within the various Fields and Dungeons so save here before tackling a new area.

Elf's Haven

This is a storehouse that allows you to hoard various items beyond your normal 40-item carrying capacity. This is useful for saving specific items for later Dungeons, or for holding gifts for other characters until you see them again. The Elf's Haven stores 99 different kinds of items, and up to 99 units of each type. The Elf's Havens in all the Root Towns are "shared," meaning that you access the same storage space in Mac Anu as you do in Lia Fail.

Item Shop

The Item Shops sell the basic tools necessary for Dungeon exploration, Fairy Orbs to show you the layout of Dungeons or Fields. The items have one use each and then disappear, so stock up before tackling a new area. You can also sell off spare items for some extra cash.

Δ SERVER (MAC ANU)	
ITEM	PRICE
Health Drink	100
Mage's Soul	500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100
Beast Blood	100
Wizard Blood	100

Θ SERVER (DUN LOIREAG)	
ITEM	PRICE
Health Drink	100
Mage's Soul	500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Λ SERVER (CARMINA GADELICA)	
ITEM	PRICE
Healing Potion	500
Mage's Soul	500
Artisan's Soul	1500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Σ SERVER (FORT OUPH)	
ITEM	PRICE
Recovery Drink	1000
Mage's Soul	500
Artisan's Soul	1500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Ω SERVER (LIA FAIL)	
ITEM	PRICE
Healing Elixir	2000
Mage's Soul	500
Artisan's Soul	1500
Emperor's Soul	5000
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Weapon Shop

Weapon Shops sell weapons and armor, plus buy spare items and equipment. While the armor and equipment sold gets progressively better in each higher server, the best equipment is to be found within the areas themselves.

Δ SERVER (MAC ANU)

EQUIP.	PRICE
Phantom Blades	800
Assassin	1000
Mizuchi	800
Kikuichimonji	600
Earth Sword	800
Water Axe	1000
Relief Lance	700
Iron Rod	400

Θ SERVER (DUN LOIREAG)

EQUIP.	PRICE
Wooden Spear	1300
Electric Wand	1400
Steel Cap	800
Guard Cap	900
Face Guard	1000
Hiking Gear	1200
Wyrm Hide	1300
Grand Armor	1400
Silver Bracer	800
Silver Gloves	900
Silver Hands	1000
Ceramic Anklet	1200
Mountain Boots	1300
Mountain Guard	1400

Λ SERVER (CARMINA GADELICA)

EQUIP.	PRICE
Masterblades	3800
Hell's Gate	4000
Spiral Edge	700
Glitter	3800
Life Sword	5000
Flame Sword	5200
Kotetsu Sword	2400
Papillon Axe	4000
Fairy Spear	3900
Groovy Stick	3800
Thunder Torque	2800
Darkness Hood	3300
Stormlord Helm	3000
Thunder Cloak	2800
Bone Armor	3300
Thunder Armor	3000
Storm Bracer	2800
Gloves of Dark	3300
Hands of Storm	3000
Thunder Anklet	2800
Ninja Socks	3300
Electric Guard	3000

Σ SERVER (FORT OUPH)

EQUIP.	PRICE
Akatsuki	6400
Bloody Blades	6600
Rashou	9000
Nataku	9300
Kikuhyakumonji	8600
Rock 'n Roll	9800
Peace Blade	10800
Dragon Axe	7500
Fox Spear	9700
Ocean's Rod	8600
Imp Earrings	4400
Demon's Cap	4500
Devil Helm	4600
Priest's Stole	4400
Segmentart	4500
Armor of Hell	4600
Geist Ring	4400
Drain Gloves	4500
Cursed Hands	4600
Devil Greaves	4400
Osorezan Socks	4500
Magic Leg Mail	4600

Ω SERVER (LIA FAIL)

EQUIP.	PRICE
Shin	13,000
Rei	13,500
San	13,600
Fair Soul	14,200
Honeyflower	14,600
Schichishito	14,700
Divine Speed	14,800
Desert Axe	13,700
Happiness	14,200
Earth Staff	13,400
Owl Crest	6000
Cave Bear Hood	6100
Spirit Dragon	6200
Airy Robes	6000
Spirit Hauberk	6100
Tree Beast	6200
Hunting Guard	6000
Sonic Gloves	6100
Sprite Hands	6200
Oaken Greaves	6000
Oaken Solletet	6100
Oaken Leg Mail	6200

Magic Shop

Here you can purchase one-use scrolls that contain various elemental and other spells. They do not use up SP, making the scrolls a good choice for when you're in a pinch, or don't want to change equipment for a few simple uses of a spell.



Δ SERVER (MAC ANU)

SCROLL	PRICE
Speed Charm	100
Light Cross	1000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Raining Rocks	200
Ice Storm	200
Fire Tempest	200
Green Gale	200
Lightning Bolt	200
Nightblight	200

Θ SERVER (DUN LOIREAG)

SCROLL	PRICE
Speed Charm	100
Light Cross	1000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Raging Earth	200
Ice Floe	200
Meteor Swarm	200
Gale Breath	200
Plasma Storm	200
Dark Night	200

Λ SERVER (CARMINA GADELICA)

SCROLL	PRICE
Speed Charm	100
Hale Cross	2000
The Hanged Man	200
The Moon	200
Stone Storm	500
Gaia's Spell	500
Ice Strike	500
Cygnus	500
Flame Blast	500
Fireball Storm	500
Leafblight	500
Wood Sprite	500
Ion Strike	500
Raging Plasma	500
Dark Traitor	500
Chaos Spell	500

Σ SERVER (FORT OUPH)

SCROLL	PRICE
Speed Charm	100
Hale Cross	2000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Meteor Strike	1000
Cosmic Truth	1000
Absolute Zero	1000
Permafrost	1000
Hellstorm	1000
Inferno Strike	1000
Jungle Rage	1000
Forest of Fear	1000
Thunderbolt	1000
Plasma Gale	1000
Nightfear	1000
Nightshade	1000

Ω SERVER (LIA FAIL)

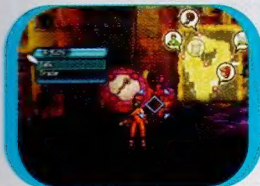
SCROLL	PRICE
Speed Charm	100
Divine Cross	5000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Summon Earth	5000
Summon Water	5000
Summon Fire	5000
Summon Wood	5000
Summon Thunder	5000
Summon Night	5000
Stonecall	10,000
Aquacall	10,000
Infernocal	10,000
Greencall	10,000
Thundercall	10,000
Nightcall	10,000

Grunt Shop

The Grunt Shop is the place to raise Grunties (except on Δ Server), and where to participate in the Flag Race after raising the server's three Grunties. See *Raising a Grunty* for information about bringing your own creatures into adulthood, while *Side Quests* holds information about the Flag Races.



THE PEOPLE



Along with the shopkeepers and other fixed characters, the Root Towns also contain "PCs" going about their business. In most games any character not controllable by the player (such as in a party) are known as **NPCs**, or Non-Player Characters. Here though these other characters are supposedly run by other characters within Kite's "real world," so they are referred to as **PCs**, or Player Characters.

Speaking to shopkeepers allows you to get information or to use their services. If you speak to a PC, you can hear them chat for a while, or you can open the trade menu to gain new items. PCs come and go much as real players on an online game, so different characters can be found on different servers at any given time.

THE CHAOS GATE

One other fixture of every Root Town is the Chaos Gate, a large spinning portal acting as a doorway between the town and other areas or servers. To use the Chaos Gate approach within its radius and press Δ to bring up the Chaos Gate Menu. Then choose from the following options:



Random—Randomly creates a new Keyword using your currently available Keyword fragments. This option allows you to check the information for the area before deciding to enter.

New Keyword—Splice together available Keyword fragments by hand to form a new Keyword and its area. You don't need to use this to put together the Keywords obtained from mail or board messages, those show up on the Word List. Instead this is used for exploring non-core areas for experience or items, or for putting together other bonus area Keywords that are obtained outside the game, such as through viewing the *.hack://LIMINALITY* OAV.

Word List—Access special areas uncovered through e-mail, friends, board messages, and other such events. As you obtain the Keywords, they are entered onto this list automatically. Those with a red checkmark are areas that you have not yet completed.

Warp History—Once you create a Keyword with the "New Keyword" option it is entered within this list. If you have not yet used "New Keyword" on the current server, this option is displayed in grey and cannot be selected.

Other Servers—Switch to another server. This moves you directly to the Chaos Gate in the new server's Root Town. As with the "Word List" option, servers containing objectives yet to be completed are displayed with a red check mark.

THE AREAS

THE FIELD

Once you enter an area through a Chaos Gate, Kite and his chosen party members appear at a fixed location on the **Field**, which is the ground-level area surrounding the Dungeon. Normal Fields have certain features in common, although placement of those features differs between Fields. Sometimes for important areas these placements are fixed by the game. At other times they are semi-random, determined mostly by the Keyword fragments used to create the Keyword for the area.

The Map

The Map is displayed in the upper right-hand corner of the screen. When you enter the first area it is the Default Map, which displays the area directly around your party in good detail. Press Select once to change from the Default Map to the Overall Map. Pressing Select once more turns off the map completely. Continuing to press Select cycles between the three displays.

Field Portals and Chests

Approaching a Field Portal causes it to open, sometimes disgorging enemies, at other times creating a treasure chest. Once you trigger a Portal, it vanishes. Leaving the Field and returning to the area causes the Portals to reappear, whether you leave the area entirely and return, or simply enter the Dungeon then come back out.

Press Δ to open normal chests to obtain the item inside. There are also **Risky Treasures**, which look similar but are blue in color. Use a Fortune Wire in order to turn the chest into a normal treasure. Attempting to open the Risky Treasure without the Fortune Wire results in a trap being sprung, and a negative effect for Kite. Springing the trap in this fashion also destroys the item normally found inside, leaving behind a Fortune Wire.



Treasure chests in the Field only appear from Field Portals or after defeating an enemy. Once they appear they do not show up in the map display. The Field Portals do not show up on the map until you use a Fairy's Orb, then they are marked as yellow dots.

WANDERING MONSTERS

The main areas of the game accessed through the "Word List" option of the Chaos Gate do not have random encounters. Every enemy that you fight either comes from a Portal or is a planned encounter such as a Boss fight. Areas created through the "New Keyword" or "Random Keyword" options may have monsters wandering the Field. Wandering monsters are the same types as those which can come from the Field Portals.

Grunty Food

You can also collect special Key Items known as Grunty Food from the Fields. Used in raising Grunties, these objects move and make noise as Kite draws near. As he gets closer, the name of the food displays overhead. The various types of food change with different types of Field. Check *Raising a Grunty* for more information on these items.


These are not displayed on the maps, but most Grunty Foods are found on specific types of landmarks. You can also use Grunty Search with a Noble Grunty to find Grunty Food on a Field. These Key Items return after you leave the Field and come back.



Symbols

A Symbol is an item that can be activated to cast a beneficial effect upon nearby party members. A Symbol shows up as a small flame, usually found on some type of landmark. It vanishes once activated, but reappears once you leave and come back. Remember that this effect only occurs for those that are standing nearby, so if your party is scattered allow the members to catch up before activating the Symbol.

Spring of Myst

Springs of Myst only appear within certain Field types. This feature shows up as a small pond on the ground. Pressing  prompts Kite to throw in a weapon or piece of armor, which causes the Spirit of the Spring to float up and ask if you lost a Golden or Silver Axe. Choosing either of these gives you that item, while responding "no" to both causes the Spirit to attempt to change the piece of equipment that you threw in. This attempt either raises or lowers the item's level, depending on the conditions of the Field. Springs of Myst are displayed in blue on the map. Once the Spring is activated it disappears from both the Field and the map display and does not return at any point in the game.



CHOOSE WISELY

Don't just automatically choose to take a Golden or Silver Axe, even if you need one of these items. Remember that using a piece of equipment higher in level than the Spirit can handle, you receive both, along with the original item. This is a much better option than picking and choosing!

Dungeon Entrance

The last and most important feature of most Fields is its Dungeon Entrance. This is some sort of entryway leading down into the ground itself, with a torch burning to each side. The Dungeon Entrance shows up on the map display marked with a red arrow. Walking through this archway leads into the actual Dungeon for the area, detailed below.



THE DUNGEON

While some of the features from the Fields make their way into the Dungeon, some features are new to the Dungeon level. Rather than one vast aboveground space, the Dungeon is divided into separate levels.

The Dungeon Map

The map reappears at the top right of the screen, but now there is no overall display. You do not see any rooms that you have not yet explored unless you use a Fairy's Orb.

This map only displays one level at a time. To explore floors higher or lower than your current level you must take the staircases, each marked as "UP" or "DOWN." Dungeon Portals are displayed with the same yellow dots as the Field Portals. This time treasure chests and Symbols are marked as small black dots.



Getting Around

Going up or down a staircase takes you to the room on the next floor with the corresponding staircase. This all seems simple enough, but you should be warned that once you enter a room with a Dungeon Portal, all exits seal off and do not unlock until you defeat any enemies that appear from the Portal. If a chest appears, the doors unseal after a brief pause.

To leave the Dungeon, either retrace your steps or use a Sprite Ocarina to warp directly to the Field near the Dungeon Entrance. You cannot be in the middle of combat when you use the Sprite Ocarina. In some cases your party automatically returns to the server's Root Town after meeting a specific goal in the Dungeon, but the Ocarinas are good to have just in case.

Breakable Objects

One of the features found only in the Dungeons is the breakable object. These take the form of jars, skeletons, crates, or other fragile items scattered throughout the levels.



Breaking open one causes it to vanish, and in some cases you receive an item. These objects are usually healing and restorative items. The strength of the HP-restoration items tends to correspond with the difficulty of the Dungeon.

Along with the restorative items, you can also obtain special potions that contain the various elements. When used, they raise your party's affinity to correspond to that element, but they are best used in trading to specific PC's in the Root Towns for special items. The specific potion that you receive in a given area depends on that area's overall element:

Well Water	Earth element
Pure Water	Water element
Burning Oil	Fire element
Holy Sap	Wood element
Sports Drink	Electric element
Cooked Bile	Darkness element

Items received from these breakable objects are random. The objects reappear once you leave the room and re-enter.

Virus Crystals

Virus Crystals are special Dungeon features that only show up in a few set locations, inside some of the Dungeons. They are found in the small "storeroom" areas within the Dungeons, usually alongside multiple breakable objects. The Crystals are made up of floating, glowing cubes. They give you a specific Virus Core, and once triggered they vanish, and do not reappear for the rest of the game.



The Gott Statue

Another of the special items found only in Dungeons, Gott Statues are found in a small narrow room by themselves, with just a chest linked to the statue. The Gott Statue gives you three special items, usually one piece of equipment that is anywhere from good to unique, and two of the "treasure" items used in trade such as Yellow Candy or Golem Parts. The chest attached to the Gott Statue shows up on the map as a small black dot, just like other normal treasure chests.

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THE ZEIT STATUE

While most Dungeons hold a Gott Statue, some do not due to special events such as Boss fights that take place inside them. Other areas hold a Zeit Statue, part of a special challenge listed on the board under the title "Zeit Statue."

Other Features

Dungeons hold their own **Dungeon Portals**. These function in the same way that the Portals, with the added twist that they close off the room's exits. Dungeon Portals only reappear if you leave the entire Dungeon and return.

Treasure chests are much the same as on the Field, except they show up on the map display. Symbols are similar to those found on the Field, but they are rarer. Most Dungeons do not even hold a Symbol, and they appear on the map as black dots.



The Grunty Food can also be found in the Dungeon. However, it is not of the same type as can be found on the Field. The Grunty Food inside a Dungeon is a type of egg. There are four types of egg that correspond to different types of Dungeon, plus the Golden Egg that may show up alongside any of these egg types.

MAP LEGEND



Ascending Staircase



Descending Staircase



Magic Portal



Treasure Chest



Grunty Food



Virus Core



Symbol



Spring of Myst



Event



Boss

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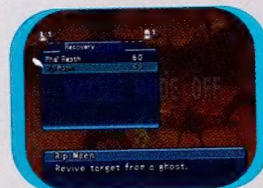
ADVANCED HACKING

With the basics for the game under your belt, it's time to learn a few advanced subjects before tackling the real meat of the game.

THE PERSONAL MENUS

SKILLS

Different tabs in the Skills menu are reached by scrolling left and right while viewing the menu, with each tab headed with the name of that group of skills. The skills are listed below the tab. In some circumstances skills cannot be selected no matter your current SP level. To see what action using a skill performs, move the cursor over the skill to bring up descriptive text at the bottom of the screen, including the skill's element and other attributes.



Attack	Skills that attack the enemy physically, using a weapon to perform some complex special attack.
Magic	These skills use SP to attack the enemy with a special elemental effect.
Recovery	Recovery skills can be cast at any time and restore HP, remove status effects or revive characters.
Strengthen	Strengthen skills can be cast at any time and have various effects from constant SP regeneration to increasing your character's defense.
Weaken	These skills add a negative status effect to the enemy.
Data Drain	Only Kite has these skills, thanks to the power of his bracelet. They raise Kite's infection rate and can cause bad things to happen in some cases. (See <i>Data Drain</i> later in this chapter.)

ABOUT WEAKEN SKILLS

Some skills may have effects that you don't quite expect, so experiment often. Some may take effect even when you would think that the enemy would be resistant to them, while others have interesting side effects.

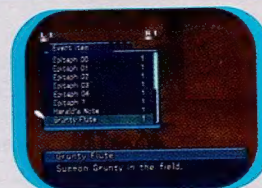
ITEMS

When you bring up the Items screen there are four numbers across the top. These indicate your inventory capacity. The first number is the number of different types of item that you currently carry, with the second being the maximum of 40. Next are the current and maximum number of items stored within the Elf's Haven. You can carry up to 99 individual units of each type of item.

Items	Recovery items, items to aid in the exploration of areas, and potions to change the characters' elemental affinity.
Scrolls	Scrolls are one-use items that contain spells.
Books	These rare items can be used once each and change one of Kite's parameters permanently.
Treasure	These items are valuable for trading, but don't have another specific use.
Equipment	This is the equipment that Kite or his companions can wear and wield. You can't use or equip the items from this screen.

KEY ITEMS

These are special items that do not count toward Kite's carried items limit. Some of them can be used much as normal items.



Event Item	Event items are collected through special events or other circumstances. Some can be used and some cannot.
Grunty Food	This is the food collected from Fields and Dungeons. It can be used to raise a Grunty within a Root Town's Grunty Shop.
Virus Core	These items are Data Drained from enemies, found in a few Dungeons' Virus Crystals or obtained in some special cut-scenes. Virus Crystals are used for Gate Hacking.
Book of 1000	These are the Books of Ryu. There are eight in total, and they are gained through the use of Kite's bracelet. Each covers a different category, and records statistics for the game thus far. Once you meet specific requirements within the various categories you receive a special item for your Desktop.

EQUIPMENT

While equipped items can be viewed in other places, the Equipment option allows you to actually change your weapons and armor. When you highlight a possible replacement weapon or piece of armor, stats that would change are displayed below. Increases in parameters are displayed in green, while those that would decrease are shown in red.

COMBAT

Combat in the .hack series takes place in real time, although it pauses when you open a menu. A battle begins when a party member comes close to a monster. Usually this is through triggering a Portal, although sometimes it can be due to walking close to a wandering monster on a Field or through a special event.

DURING THE FIGHT

The words "Battle Mode On" appear at the beginning of a fight. When the last opponent falls, "Battle Mode Off" appears in blue at the center of the screen.

While in a Field, you can sometimes stop combat by running and putting a good distance between yourself and the foe, although this window of opportunity usually doesn't last for long. The speed of some enemies and the possibility of triggering other Portals along your path of retreat make this option a dangerous one. Retreat is not possible when inside a Dungeon.



YOUR PARTY MAKEUP

Keep allies' character classes in mind when making your party. Each Class has its strengths and weaknesses. Learn the uses of each class in combat and use that to your advantage.


Battle Chatter

While exploring Dungeons and even fighting, your party members keep up a semi-steady flow of conversation reflecting what you are currently doing. While this usually isn't important during routine exploration, this chatter can become more useful during a fight. Characters may offer advice for fighting particular enemies, or keep you updated on their status. Even more importantly if you have a character in a combat mode that uses items such as "First Aid," they let you know when they use up the last of a certain item. For this reason it's good to try to keep your party members onscreen so that you can see such warnings when they occur.



Battle chatter also shows up when you use the Chat Menu to give orders to your party members. When Kite gives an order it shows up in red, and your party members' responses to this command show up in blue. This can be useful because if a character is paralyzed or asleep or otherwise unable to act and you've missed it, they let Kite know at this point. It also gives you a chance to watch to make sure that you didn't issue the wrong command by accident.

Combat Actions

During battle, each enemy combatant has a bar representing its current HP over its head. Once you approach an enemy you also see that specific creature's information such as HP, Element, and any tolerances to the top left of the screen. Once you get close enough to display this information press  and Kite attacks the enemy with a normal strike. Kite is the only character that you can control in this way; the others must be given general orders through the Chat Menu.

While in combat you can also use your skills for a variety of effects. Of course using these abilities affects the caster as well. This leaves Kite somewhat helpless while performing a long, complex attack skill. The enemy being attacked is usually frozen in place at the same time, but it can still attack or use skills from where it stands, and allied enemies not being struck by the skill can still move around as normal.

Using Magic spells also freezes both the caster and victim, although this time the target cannot attack unless they are either within reach or have a similar long-distance skill. As before some special enemies may be immune to this "freeze" effect. Other spells, such as Strengthen skills, freeze the caster but not the target. Finally Data Drain skills completely freeze time while they resolve.



DEEP FREEZE

You can use this freezing effect of spell casting against other spell casting foes. Many of these monster types are fast and agile, making them hard to catch as they and their allies constantly pound your group with spells. You can turn the tables on them by casting a spell of your own against such a foe, allowing any melee fighters in your party to get the chance to run up to it and attack.

The Chat Menu

If you wish for your party members to use some strategy other than the default "Operation Wonder Battle," you must use this menu to change their AI either individually or as a whole. Press [Square] to bring up the Chat Menu. There are three tabs, which are as follows:

Skill Usage

Giving orders from this tab does not change the overall battle strategy, but it changes your allies' actions. These commands affect all the supporting party members.

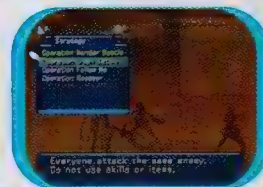
Skills!	Allows the use of physical and magical skills during the fight. Also allows related items (Magic Scrolls) to be used if no skills are available.
First Aid!	Characters use recovery spells and items as needed. Spells are used first, given enough SP. They do not include SP restoration. If no one needs restoration of any sort, the characters attack physically.
Weaken!	Characters focus on using any weakening Skills or items against the enemy, attacking when they have no new ways to affect the foe.
Strengthen!	Characters cast any strengthening Spells or using items on their allies, until these run out and they begin to attack.
Don't use skills!	Characters cease the use of any skills or items, and instead just go for a straightforward attack.
Attack!	The party attacks the foe physically, using normal physical attacks or attack skills if available.
Magic!	The party attacks the foe magically, using spells or scrolls against the foe. In between casting such spells they attack physically.
Use Sprite Ocarina!	This choice is only available in a Dungeon, and can only be used outside combat. Causes one of your party members to use a Sprite Ocarina.

NOT JUST FOR BATTLE

Many of these commands have uses outside of battle, such as "Strengthen" and "First Aid." While exploring a Field such an order lasts until the night fight. Inside a Dungeon it lasts until you move into the next room.

Strategy

These are overarching strategies, lasting from one combat to the next. If you want to change back to the previous strategy you must manually do so, because it does not reset automatically. Commands issued from other tabs after setting the Strategy can override some of the Strategy elements.



Operation Wonder Battle	Characters attack the closest enemy without using skills or items.
Operation Union Battle	Your entire party attacks the same enemy, following Kite's lead. In its default use, this Strategy does not allow characters to use skills or items.
Operation Follow Me	Characters form around Kite and attack only the enemies that wander close, not using skills or items.
Operation Recover	Your party stands in place and each member recovers himself or herself as needed.

Members

While the other options affect all characters, here you can command one specific character at a time. First choose the ally to command, then you must choose the strategy that you want him or her to use. The first three of these options appear at all times, while the last three only appear during combat.

Designate Skill	Select one of the character's specific skills to perform one time.
Change Equipment	This can only be used outside of combat. It brings up a menu identical to Kite's own Equip screen.
First Aid!	This is just like the "Skill Usage" command by the same name, except that it only affects the one specific character.
Designate Target	Select one specific target for the character to attack.
Assemble	This is like "Follow Me" strategy, but for one specific character.
Standby	The character stops moving altogether and only performs recovery actions when needed.

To make it easier to remember, focus on the fact that Strategy covers general strategy for the party. Skill Usage narrows down to the use of skills within that Strategy and overrides some elements. Members commands override yet more elements and narrow the strategy down further on an individual level.

THE ELEMENTS

Learning the different elements and their relationships is one of the keys to mastering combat. To see a specific enemy's elemental affinity target it, and check the icon beside its name and HP bar. Monsters are resistant to spells and skills of their own element.

When you do strike a foe with an Element opposite its own, you have a chance to critically damage it for large amounts of damage. This is known as an **Elemental Hit**. These words are displayed over the enemy when such a strike happens. The elements and their oppositions are as follows:

Earth (Brown)	↔	Wood (Green)
Fire (Red)	↔	Water (Blue)
Darkness (Purple)	↔	Thunder (Yellow)



Your characters also have elemental affinities, which are greatly affected by equipped items. These elemental affinities help to determine the damage dealt and received in combat.

Pay attention to an enemy's affinity and use elements to your advantage. Watch out for more general resistances, such as a tolerance to Physical or Magical. Foes with these resistances cannot be affected by the listed type of attack at all, so you must work around this or else try to use a spell to strip away the protection.

Status Effects

In the course of combat or normal explanation, characters may end up with various status effects, either positive or negative. An icon represents any effect currently in effect. It's located at the top of the small character portrait along the bottom of the screen.

What follows are some of the most common negative status effects. Watch out for them, and remove them as quickly as possible.

Physical

Poison	Lowers the character's HP by a small amount every few seconds over a long period of time.
Paralysis	Freezes the character, making him or her unable to act. Lasts for a short time.
Speed Down	The character's running speed is drastically decreased. Lasts for a long time.
Physical Status Down	This temporarily lowers one of your character's physical attributes. Lasts for a long time.

Mental

Curse	Lowers the character's SP by a small amount every few seconds over a long period of time.
Sleep	The character falls asleep for a short period of time.
Confusion	The character acts on his or her own for a short time and is not controlled by the player.
Charm	The character again is uncontrollable by the character for a short time, and attacks only his or her allies.
Mental Status Down	This lowers one of your character's mental attributes for a long period of time.

You can remove physical ailments with the Antidote item or with the spell Rip Teyn. Mental ailments can be removed with a Restorative or Rip Synk. Returning to a Root Town remove all status ailments, including Death.

Death is a state caused by the loss of all HP. A transparent ghost represents the character, who cannot perform any actions until revived. When Kite is dead, he can still issue commands. You can restore this state with the use of the Rip Maen spell, or with a Resurrection item. Upon revival, a character has full HP, but SP become zero.

SWEET REWARDS



There are two main rewards for defeating enemies—items and Experience.

The Experience Points awarded for each slain monster are as follows:

EXP Based on Monster's Level/Player's Level

LEVEL DIFF.	EXP	LEVEL DIFF.	EXP
10	1	1	70
-9	2	2	80
-8	3	3	100
-7	4	4	130
-6	6	5	170
-5	8	6	220
-4	13	7	280
-3	28	8	350
-2	40	9	430
-1	50	10	520
0	60		

The battle is over when the last enemy falls or when the group moves out of the range of any remaining foe. Once the battle is over remember to check your characters' HP, SP, and status effects.

THE POWER OF THE BRACELET

One factor raises Kite above the typical character, a mysterious bracelet. He received it from Aura during the same incident that placed his friend in a coma. In order to get through the game, you must learn how to use its abilities effectively.

DATA DRAIN

While fighting an enemy and causing it damage you may notice that at certain points the words "Protect Break" appear over it. At that point you can use your bracelet to perform a Data Drain. A Protect Break lasts for a short time before the monster's protection is restored.

When you do use Data Drain against a foe in the stages of Protect Break it has a few effects, positive and negative. It changes the enemy from its current form into a new, almost always weaker monster. On the negative side, these weak foes usually give only 1 experience point when killed. The Drain also increases Kite's Infection Rate; if his Infection Rate is high when you perform a Data Drain, you risk a slew of bad effects.



The amount that the Infection Rate increases depends on both the monster's difference in level compared to Kite, and on the specific Drain ability used, as follows:

Virus Infection Rate

Skill	-4 or less	-3	-2	-1	0	1	2	3	4	5	6	7	8	9+
Data Drain	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Drain Arc	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40
2128 Drain	+21	+24	+27	+30	+33	+36	+39	+42	+45	+48	+51	+54	+57	+60
Drain Heart	+21	+24	+27	+30	+33	+36	+39	+42	+45	+48	+51	+54	+57	+60

Whenever you kill an enemy in the normal manner, the Infection Rate drops by a random amount between one and three percent.

As the Infection Rate climbs higher, the negative effects, known as Wild Glitches, that may occur get worse, and occur more easily. The Glitches occur at one half the Infection Rate. The possible effects are as follows:

Virus Infection Rate and Associated Wild Glitches

0-24% (Blue)	25-49% (Blue-Green)	50-74% (Green)	75-99% (Yellow)	100% (Red)
Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored
Everyone's HP & SP Restored	Magical Attack Down	Poison	Paralysis	All Poisoned
Physical Attack Down	Magical Defense Down	Paralysis	Sleep	All Paralyzed
Physical Defense Down	Magical Accuracy Down	Slow	All Poisoned	All Slow
Physical Accuracy Down	Poison	Charmed	All Paralyzed	All Charmed
Magical Attack Down	Paralysis	Confusion	All Paralyzed	All Confused
Magical Defense Down	Slow	Sleep	All Slow	All Sleep
Magical Accuracy Down	Charmed	All Poisoned	All Charmed	All Cursed
Poison	Confusion	All Paralyzed	All Confused	Everyone 50% HP Loss
Paralysis	Sleep	All Paralyzed	All Sleep	Everyone 50% SP Loss
Slow	Cursed	All Slow	All Sleep	Lose 1000 EXP
Charmed	All Paralyzed	All Sleep	All Cursed	Lose 1000 EXP
Confusion	All Sleep	All Cursed	Everyone 50% HP Loss	Everyone's HP & SP to 1
Sleep	Everyone 50% HP Loss	Everyone 50% HP Loss	Everyone 50% SP Loss	Everyone's HP & SP to 1
Cursed	Everyone 50% SP Loss	Everyone 50% SP Loss	Lose 800 EXP	Lose 1 Item
Lose 200 EXP	Lose 400 EXP	Lose 600 EXP	Everyone's HP & SP to 1	System Error

WARNING!

If "Warning!" appears under the character's Infection Rate, the Infection level is getting dangerously high. Continuing to use Data Drain at this point can be risky, with **System Error** being the worst possible result—this ends the game abruptly, as if the entire party had been wiped out in combat.

Not all effects of Data Drain are negative. Using Data Drain nets Kite one of three items carried by that monster type—a normal item, a rarer item or a Virus Core. See the *Bestiary* for the specific items given by a particular monster.

At the start of Kite's journey—whether back in a previous volume for experienced players, or just at the start of the game for those new to the series—he has only the normal Data Drain skill. After Data Draining at least 240 enemies, Kite earns Drain Heart in *.hack://QUARANTINE*. If you are beginning the series with this last volume, all four Data Drain skills become available as Kite reaches the necessary number of enemies Drained.

DATA BUGS

There are some special foes within the game known as Data Bugs, which cannot be destroyed until they reach Protect Break and you use Data Drain against them. Keep this phenomenon in mind when using Data Drain against normal monsters—if you run into a Data Bug, you must use Data Drain to emerge victorious, no matter how high your Infection Rate might be. This is why it's a good idea to keep the level of infection at a reasonable level, unless you know specifically what lies ahead.



GATE HACKING

Along with Draining enemies, Kite's bracelet gives him the ability to hack into Gates protecting certain special areas, destroying the lock and giving Kite's party access.

When one of the areas that you attempt to access is protected in this way, the Gate Hacking screen appears. Insert a Virus Core in the lower spoke by pressing up on the Directional Pad. The required Virus Core automatically fills the slot, provided you have it on hand. In order to switch spokes, press left or right. To the right is a listing of all collected Virus Cores, with those needed for the current gate highlighted.

Once all of the required Cores have been inserted, the unlocking is complete. From this point on the lock is broken, and anyone can access the area without needing to hack it.



THE AREAS

USING KEYWORDS

The *Getting Started* section provides details on the use of Chaos Gates, but now it's time to give some information on what each Keyword fragment does.

Each Keyword is made up of three separate segments. When two segments try to affect the same element of an area, each has a priority level to see which takes precedence. When you view the info screen before entering an area, this web of effects and preferences shows up as an array of colored gems in a graph. A red gem shows that this segment has the highest priority for a specific aspect of the area, while green and blue gems show a lower priority. Here is a list of the various Keyword fragments, and the effects that they have:

MODIFIER PRIORITIZATION

When a single keyword affects multiple modifiers, they are ordered based on the following ranking. The letters shown in this list are found in the following tables under "Priority."

S > A > B > C > D > E > F > G > H > I > J > K > L > M > N > O > P > Q > R

Modifier Descriptions

- **Field Type:** Determines the field's environment. There are 11 types: Scorching 1 & 2, Desert 1 & 2, Jungle, Snow 1 & 2, Wilderness, Earth, Leaf Mold, and Grassland.
- **Dungeon:** Controls the number of floors and rooms in the dungeon. Dungeons can have three to five floors. If the keyword has no Dungeon modifier, the dungeon will have three floors. Those with a value of 6 or 7 have four floors, whereas values of 8 to 10 yield a dungeon with five floors.
- **Weather:** This value determines the weather on the field, which has a direct role in determining the element of the area. One to three weather types are combined to determine the area's weather.
- **Flatness:** Determines whether the field is flat, hilly, or steep.
- **Buildings:** Determines how many objects are scattered across the field. This value has three settings: few, normal, or many.
- **Area Level:** Determines the level of the monsters on the field and in the dungeon. The higher the number, the more powerful the monsters will be.
- **Monsters:** Dictates the relative number of the monsters in the area.

◆ **Items:** Dictates the relative number of items found in the area.

◆ **Magic Portals:** The final modifier determines the number of Magic Portals on the field and in the dungeon. The higher the number, the more Magic Portals there are.

The element of the area is determined by various attributes, including the Field Type and Weather.

Field Type	Element	Note
Wilderness	Earth	
Snow 1 & 2	Water	
Scorching 1 & 2	Fire	
Desert 1 & 2	Fire	

Field Type	Element	Note
Jungle	Water	With snow present, becomes Thunder.
Leaf Mold	Water	With snow present, becomes Thunder.
Grassland	Water	With thunder present, becomes Thunder.
Earth	Darkness	With thunder present, becomes Thunder.

Tables Explained

Word	Keyword used in the area generation.
PRTY	Priority Level for being selected.
WTR	Weather on the field.
Hills	Hilliness of the landscape in the field.
Buildings	Number of structures on the field.
A LEV	Area difficulty.
OBT	Where the keyword was obtained. Those marked as "Start" are available at the beginning of the game, "Event" keywords are obtained through events such as cinematics, while "Other" indicates they were learned via the Board or Email.
Field	Indicates the type of field environment.
DUN	Dungeon size.
MON	Modification to type of monsters present in the area.
Item	Relative value of the items found in the area.
Portals	Number of Magic Portals on the field and in the dungeon.

PART A KEYWORDS

Keywords Obtained in Volume 1

Word	PRTY	WTR	HILLS	BUILDINGS	A LEV	OBT
Bursting	D	-	-	Average	+1	Event
Hidden	D	-	-	Few	+1	Event
Expansive	D	-	-	Average	+2	Event
Boundless	D	-	-	Many	+2	Event
Closed	D	-	-	Average	+3	Event
Quiet	D	-	-	Few	+3	Event
Plenteous	D	-	-	Many	+3	Event
Collapsed	D	-	-	Average	+4	Event
Cursed	D	-	-	Few	+4	Event
Buried	D	-	-	Many	+4	Event
Lonely	D	-	-	Few	+5	Event
Great	D	-	-	Average	+5	Event
Chosen	D	-	-	Many	+5	Event
Discovered	P	Afternoon	Steep	-	-	Start
Indiscreet	P	Evening	Hilly	-	-	Start
Putrid	P	Night	Flat	-	-	Start
Hideous	P	Cloudy	Steep	-	-	Start
Soft	P	Rainy Afternoon	Hilly	-	-	Start
Beautiful	P	Rainy Night	Flat	-	-	Start
Raging	P	Stormy Afternoon	Steep	-	-	Start
Noisy	P	Stormy Night	Hilly	-	-	Start
Dog Dancing	P	Blizzard Afternoon	Flat	-	-	Start
Rejecting	P	Blizzard Night	Steep	-	-	Start
Sleepy	P	Afternoon	Hilly	-	-	Start
Sinking	P	Evening	Flat	-	-	Start
Greedy	P	Night	Steep	-	-	Start
Voluptuous	P	Cloudy	Hilly	-	-	Start
Detestable	P	Rainy Afternoon	Flat	-	-	Other
Chronicling	-	-	-	-	-	Other

Keywords Obtained in Volume 2

Word	PRTY	DUN	ITEMS	OBT
Soaring Sky	G	+1	-10	Event
Dolorous	G	+3	-4	Event
Nameless	G	+4	-3	Event
Resurrecting	G	+4	-2	Event
Merciless	G	+5	-1	Event
Dying	G	+5	0	Event
Dazzling	G	+6	+2	Event
Blooming	G	+7	+4	Event
Scattering	G	+8	+6	Event
Pulsating	G	+9	+8	Event
Stalking	P	+6	-	Start
Bitter	P	+7	-	Start
Barking	P	+8	-	Start
Reckless	P	+9	-	Start
Perceived	P	+10	-	Start
Generous	P	+1	-	Start
Obedient	P	+2	-	Start
Outpouring	P	+3	-	Start
Capricious	P	+4	-	Start
Predatory	P	+5	-	Start
Entwined	P	+6	-	Start
Abrasive	P	+7	-	Start
Lightless	P	+8	-	Other
Shapeless	P	+9	-	Other
Bottomless	P	+10	-	Other

Keywords Obtained in Volume 3

Word	PRTY	FIELD	WTR	A LEV	ITEMS	PORTALS	OBT
Chatting	J	-	Cloudy	+1	+6	-	Event
Tested	J	-	Afternoon	+2	0	-	Event
Turbulent	J	-	Blizzard Afternoon	+2	+6	-	Event
Rising	J	-	Evening	+3	0	-	Event
Sorrowful	J	-	Afternoon	+3	+6	-	Event
Fleeting	J	-	Blizzard Night	+4	+2	-	Event
Resonating	J	-	Evening	+5	+4	-	Event
Attracting	P	Scorching 1	-	-	-	Average	Start
Spun	P	Scorching 2	-	-	-	Many	Start
Lost	P	Desert 1	-	-	-	Few	Start
Incessant	P	Desert 2	-	-	-	Average	Start
Seeding	P	Jungle	-	-	-	Many	Start
Clean	P	Snow 1	-	-	-	Few	Start
Solemn	P	Snow 2	-	-	-	Average	Start
Unusual	P	Wilderness 1	-	-	-	Many	Start
Dripping	P	Earth 1	-	-	-	Few	Start
Ancient	P	Leaf Mold 1	-	-	-	Average	Start
Billowing	P	Grassland	-	-	-	Many	Start
Jealous	P	Scorching 1	-	-	-	Few	Start
Mimic	P	Scorching 2	-	-	-	Average	Start
Corroded	P	Desert 1	-	-	-	Many	Start
Cracked	P	Desert 2	-	-	-	Few	Other

Keywords Obtained in Volume 4

Word	PRTY	DUN	WTR	HILLS	A LEV	PORTALS	OBT
Bigoted	M	+5	-	Steep	+1	Average	Event
Screaming	M	+5	-	Hilly	+2	Few	Event
Cruel	M	+6	-	Flat	+2	Average	Event
Splendid	M	+7	-	Flat	+3	Many	Event
Dreaming	M	+7	-	Hilly	+3	Average	Event
Muted	M	+7	-	Steep	+3	Few	Event
Rotting	M	+7	-	Flat	+3	-	Event
Graceful	M	+8	-	Steep	+4	Average	Event
Reincarnated	M	+10	-	Hilly	+5	Many	Event
Intimidating	P	+6	Afternoon	Steep	-	-	Start
Sickened	P	+7	Evening	Hilly	-	-	Start
Plundered	P	+8	Night	Flat	-	-	Start
Excessive	P	+9	Cloudy	Steep	-	-	Start
Strayed	P	+10	Rainy Afternoon	Hilly	-	-	Start
Vaguely	P	+1	Rainy Night	Flat	-	-	Start
Secretive	P	+2	Stormy Afternoon	Steep	-	-	Start
Sleepless	P	+3	Stormy Night	Hilly	-	-	Start
Mysterious	P	+4	Blizzard Afternoon	Flat	-	-	Start
Writhing	P	+5	Blizzard Night	Steep	-	-	Start
Unspeakable	P	+6	Afternoon	Hilly	-	-	Start
Strange	P	+7	Evening	Flat	-	-	Start
Unenduring	P	+8	Night	Steep	-	-	Start
Breezing	P	+9	Cloudy	Hilly	-	-	Other
Unmatched	P	+10	Rainy Afternoon	Flat	-	-	Other

PART B KEYWORDS

Keywords Obtained in Volume 1

Word	PRTY	FIELD	MON	ITEMS	PORTALS	OBT
Passed Over	E	-	-10	-10	-	Event
Forbidden	E	-	-8	-8	-	Event
Haunted	E	-	-6	-6	-	Event
Corrupted	E	-	-4	-4	-	Event
Oblivious	E	-	-2	-2	-	Event
Eternal	E	-	0	0	-	Event
Smiling	E	-	+2	+2	-	Event
Momentary	E	-	+4	+4	-	Event
Despaired	E	-	+6	+6	-	Event
Pagan	E	-	+7	+7	-	Event
Silent	E	-	+8	+8	-	Event
Distant	E	-	+9	+9	-	Event
Hopeless	E	-	+10	+10	-	Event
Primitive	Q	Scorching 1	-	-	Average	Start
Gluttonous	Q	Scorching 2	-	-	Many	Start
Hot-blooded	Q	Desert 1	-	-	Few	Start
Destroyer's	Q	Desert 2	-	-	Average	Start
Solitary	Q	Jungle	-	-	Many	Start
Someone's	Q	Snow 1	-	-	Few	Start
Her	Q	Snow 2	-	-	Average	Start
Law's	Q	Wilderness 1	-	-	Many	Start
Talisman	Q	Earth 1	-	-	Few	Start
Orange	Q	Leaf Mold 1	-	-	Average	Start
Organ Market	Q	Grassland	-	-	Many	Start
Agonizing	Q	Scorching 1	-	-	Few	Start
Geothermal	Q	Scorching 2	-	-	Average	Start
Golden	Q	Desert 1	-	-	Many	Other
Passionate	Q	Desert 2	-	-	Few	Other

Keywords Obtained in Volume 2

Word	PRTY	FIELD	MON	ITEMS	PORTALS	OBT
Bounded	H	Cloudy	-	-10	-	Start
Evil Eyed	H	Night	-	-8	-	Start
Seeker's	H	Evening	-	-6	-	Start
Confused	H	Cloudy	-	-4	-	Start
Grieving	H	Afternoon	-	-2	-	Start
Madness	H	Rainy Afternoon	-	+2	-	Start
Sage's	H	Blizzard Afternoon	-	+4	-	Start
Promised	H	Stormy Night	-	+6	-	Start
Fossil's	H	Night	-	+8	-	Start
Worst	H	Cloudy	-	+10	-	Event
Guffawing	Q	Afternoon	Steep	-	-	Start
Light Trap	Q	Evening	Hilly	-	-	Start
Soul	Q	Night	Flat	-	-	Start
Dusk	Q	Cloudy	Steep	-	-	Start
Bemused	Q	Rainy Afternoon	Hilly	-	-	Start
Astigmatic	Q	Rainy Night	Flat	-	-	Start
Fatal	Q	Stormy Afternoon	Steep	-	-	Start
Unending	Q	Stormy Night	Hilly	-	-	Start
Survivor's	Q	Blizzard Afternoon	Flat	-	-	Start
Sacred	Q	Blizzard Night	Steep	-	-	Start
Miracle	Q	Afternoon	Hilly	-	-	Start
His	Q	Evening	Flat	-	-	Start
Ghostly	Q	Night	Steep	-	-	Start
Vengeful	Q	Cloudy	Hilly	-	-	Other
Fantasy	Q	Rainy Afternoon	Flat	-	-	Other



Keywords Obtained in Volume 3

Word	PRTY	FIELD	DUN	WTR	BUILDINGS	MON	OBT
Snaring	K	-	-	+5	+1	Average	Event
Quicksilver	K	-	-	+5	+2	Few	Event
Distrusting	K	-	-	+5	+3	Average	Event
Implacable	K	-	-	+5	+4	Many	Event
Sweltering	K	-	-	+5	+5	Average	Event
Fallow	K	-	-	+5	+6	Few	Event
False	K	-	-	+5	+7	Many	Event
Fated	Q	-	+6	-	-	-	Start
Sea of Cloud	Q	-	+7	-	-	-	Start
Morphean	Q	-	+8	-	-	-	Start
Hard Roe	Q	-	+9	-	-	-	Start
Prejudiced	Q	-	+10	-	-	-	Start
Loose	Q	-	+1	-	-	-	Start
Lifeless	Q	-	+2	-	-	-	Start
Sun Colored	Q	-	+3	-	-	-	Start
Your	Q	-	+4	-	-	-	Start
Relativistic	Q	-	+5	-	-	-	Start
Half-boiled	Q	-	+6	-	-	-	Start
Festive	Q	-	+7	-	-	-	Start
Gambler's	Q	-	+8	-	-	-	Other
Bloody	Q	-	+9	-	-	-	Other
Windmill's	Q	-	+10	-	-	-	Other
Truth's	K	-	-	+5	+8	Average	Other
Betrayed	B	Snow 1	-	-	-	-	Other

Keywords Obtained in Volume 4

Word	PRTY	FIELD	DUN	WTR	BUILDINGS	MON	OBT
Snowflake's	N	Snow 2	-	Blizzard Afternoon	Average	+5	Event
Wind Sand's	N	Desert 1	-	Cloudy	Many	+6	Event
Vindictive	N	Scorching 1	-	Afternoon	Average	+7	Event
Emerald	N	Jungle	-	Night	Many	+8	Event
Moonlit	N	Wilderness 1	-	Night	Few	+8	Event
Starving	N	Desert 2	-	Afternoon	Many	+8	Event
Countless	N	Earth 1	-	Cloudy	Many	+8	Event
Tempting	N	Leaf Mold 1	-	Night	Many	+9	Event
Purgatorial	N	Scorching 2	-	Afternoon	Average	+10	Event
Imprisoned	Q	-	+6	Afternoon	-	-	Start
Disgraced	Q	-	+7	Evening	-	-	Start
Forest Green	Q	-	+8	Night	-	-	Start
Abyss'	Q	-	+9	Cloudy	-	-	Start
Desperate	Q	-	+10	Rainy Afternoon	-	-	Start
Farewell	Q	-	+1	Rainy Night	-	-	Start
Mythical	Q	-	+2	Stormy Afternoon	-	-	Start
Satisfying	Q	-	+3	Stormy Night	-	-	Start
My	Q	-	+4	Blizzard Afternoon	-	-	Start
Illusionary	Q	-	+5	Blizzard Night	-	-	Start
Bird Grammar	Q	-	+6	Afternoon	-	-	Start
Reborn	Q	-	+7	Evening	-	-	Start
Elusive	Q	-	+8	Night	-	-	Other
Traveler's	Q	-	+9	Cloudy	-	-	Other
Pseudo	Q	-	+10	Rainy Afternoon	-	-	Other
Facing Mirrors	Q	-	+10	Stormy Afternoon	-	-	Other
Darkside	N	-	+10	Blizzard Afternoon	-	-	Other

PART C KEYWORDS

Keywords Obtained in Volume 1

Word	PRTY	FIELD	DUN	WTR	OBT
Aqua Field	F	Grassland 2	-	Afternoon	Event
Holy Ground	F	Snow 1	-	Cloudy	Event
Sea of Sand	F	Desert 2	-	Afternoon	Event
Fort Walls	F	Wilderness 1	-	Cloudy	Event
Twin Hills	F	Grassland 2	-	Stormy Afternoon	Event
White Devil	F	Snow 2	-	Night	Event
Hypha	F	Leaf Mold 1	-	Afternoon	Event
Spiral	F	Wilderness 1	-	Rainy Afternoon	Event
Paradise	F	Earth 1	-	Cloudy	Event
Fiery Sands	F	Desert 1	-	Evening	Event
Great Seal	F	Scorching 1	-	Night	Event
Fertile Land	F	Earth 1	-	Rainy Afternoon	Event
Nothingness	F	Wilderness 1	-	Cloudy	Event
Melody	R	-	+6	-	Start
Remnant	R	-	+7	-	Start
March	R	-	+8	-	Start
Giant	R	-	+9	-	Other
Touchstone	R	-	+10	-	Other
Sunny Demon	R	-	+1	-	Other
Messenger	R	-	+2	-	Other
Scent	R	-	+3	-	Other
New Truth	R	-	+4	-	Other
Gate	R	-	+5	-	Other
Pilgrimage	R	-	+6	-	Other
Scaffold	R	-	+7	-	Other
Far Thunder	R	-	+8	-	Other
Tri Pansy	R	-	+9	-	Other
Treasure Gem	R	-	+10	-	Other

Keywords Obtained in Volume 2

Word	PRTY	FIELD	A LEV	PORTALS	OBT
Abyss	I	-	+1	-	Event
Widow	I	Snow 1	+1	-	Event
Prairie	I	Grassland 2	+2	-	Event
Judgment	I	Desert 1	+2	-	Event
Furnace	I	Scorching 1	+2	-	Event
Haunted Land	I	Jungle	+3	-	Event
Arctic	I	Snow 1	+3	-	Event
Walkway	I	Grassland 2	+4	-	Event
Milestone	I	Desert 2	+4	-	Event
Core	I	Scorching 2	+5	-	Event
Dead Lands	R	Scorching 1	-	Average	
Limit	R	Scorching 2	-	Many	Start
Kaleidoscope	R	Desert 1	-	Few	Start
Impulse	R	Desert 2	-	Average	Start
Feeling	R	Jungle	-	Many	Start
Corridor	R	Snow 1	-	Few	Start
Drift	R	Snow 2	-	Average	Start
Cat Market	R	Wilderness 1	-	Many	Start
Sanctum	R	Earth 1	-	Few	Start
Footstep	R	Leaf Mold 1	-	Average	Other
Remains	R	Jungle	-	Many	Other
Cabbage	R	Scorching 1	-	Few	Other
Sand Trap	R	Scorching 2	-	Average	Other
Raw Ore	R	Desert 1	-	Many	Other
Mirror World	R	Desert 2	-	Few	Other
Wavemaster	C	Desert 1	5	-	Other

Keywords Obtained in Volume 3

Word	PRTY	FIELD	DUN	WTR	HILLS	ITEMS	OBT
Twins	L	Wilderness 1	+8	-	-	0	Event
Valkyrie	L	Jungle	+5	-	-	0	Event
Ice Wall	L	Snow 2	+8	-	-	0	Event
Sipping Bug	L	Earth 1	+5	-	-	0	Event
Arena	L	Scorching 1	+8	-	-	0	Event
Chaos	L	Leaf Mold 1	+6	-	-	0	Event
Grasslands	L	Grassland 2	+7	-	-	0	Event
Neigh	R	-	-	Afternoon	Steep	-	Start
500 Lohan	R	-	-	Evening	Hilly	-	Start
Trajectory	R	-	-	Night	Flat	-	Start
Projection	R	-	-	Cloudy	Steep	-	Start
Alchemy	R	-	-	Rainy Afternoon	Hilly	-	Start
Crossroad	R	-	-	Rainy Night	Flat	-	Start
Ringed Ears	R	-	-	Stormy Afternoon	Steep	-	Start
Hog's Run	R	-	-	Stormy Night	Hilly	-	Start
Ebb and Flow	R	-	-	Blizzard Afternoon	Flat	-	Other
Tragedy	R	-	-	Blizzard Night	Steep	-	Other
Ridgeline	R	-	-	Afternoon	Hilly	-	Other
Clavicle	R	-	-	Evening	Flat	-	Other
Compass	R	-	-	Night	Steep	-	Other
Battlefield	R	-	-	Cloudy	Hilly	-	Other
Whale	R	-	-	Rainy Afternoon	Flat	-	Other
Virgin	L	Grassland 2	-	Stormy Afternoon	-	-	Other

Keywords Obtained in Volume 4

Word	PRTY	FIELD	DUN	WTR	HILLS	A LEV	ITEMS	PORTALS	DBT
Casside	0	-	+9	Stormy Night	-	+1	+5	-	Event
Fate Castle	0	-	+8	Stormy Night	-	+1	+6	-	Event
Scars	0	-	+7	Stormy Night	-	+1	+7	-	Event
Nobleman	0	-	+6	Stormy Night	-	+1	+8	-	Event
Grave Stone	0	-	+5	Stormy Night	-	+1	+8	-	Event
Dry Sea	0	-	+4	Stormy Night	-	+1	+8	-	Event
Sacrifice	0	-	+3	Stormy Night	-	+1	+8	-	Event
Fallen Angel	0	-	+2	Stormy Night	-	+1	+9	-	Event
Altar	0	-	+1	Stormy Night	-	+1	+10	-	Event
Fort	Q	-	-	-	Steep	-	-	Average	Start
Stray Bull	Q	-	-	-	Hilly	-	-	Many	Start
Excavation	Q	-	-	-	Flat	-	-	Few	Start
Duel	Q	-	-	-	Steep	-	-	Average	Start
Secret Tower	Q	-	-	-	Hilly	-	-	Many	Start
Pure Defense	Q	-	-	-	Flat	-	-	Few	Start
Downy Growth	Q	-	-	-	Steep	-	-	Average	Start
Safe Haven	Q	-	-	-	Hilly	-	-	Many	Start
Lyric Poet	Q	-	-	-	Flat	-	-	Few	Start
Code	Q	-	-	-	Steep	-	-	Average	Start
Treasury	Q	-	-	-	Hilly	-	-	Many	Start
Night Grass	Q	-	-	-	Flat	-	-	Few	Start
Crack	Q	-	-	-	Steep	-	-	Average	Start
Frontline	Q	-	-	-	Hilly	-	-	Many	Start
Den	Q	-	-	-	Flat	-	-	Few	Start
Knights	A	Scorching 2	-	-	-	-	-	-	Other

SPRINGS OF MYST

The general information for the Springs of Myst has been covered in the "Getting Started" section, here are more specific listings on just how weapons and armor are affected by each Spirit.

Weather's Influence on Level Change

Weather	Result When "Neither" is Chosen
Afternoon	Weapons +2 levels, Armor -1 level
Clouds	Weapons +2 levels, Armor -1 level
Night	Weapons +1 level, Armor +1 level
Evening	Weapons +1 level, Armor +1 level
Rain	Weapons -1 level, Armor +2 levels
Thunder	-1 level, Armor +2 levels
Snow	-1 level, Armor +2 levels

WHERE ARE THE SPRINGS OF MYST?

Springs of Myst only appear in the following fields: Desert, Earth, Wilderness, Leaf Mold, and Grassland.

CHARACTERS

PLAYABLE CHARACTERS

As opposed to the false "PCs" inhabiting the various Root Towns, these are the characters that you can (or at some point could) actually control within your parties throughout the .hack series. Of course, new players may not have access to all of these characters at the start of the game—and as the status of various characters and their "real lives" are always changing, not all may be available to you now.



Kite CLASS: TWIN BLADE

Kite is the main character of the game, and acts as the avatar for you as well as for his "real life" counterpart. He is the only character that you control directly—all others must be directed via commands from Kite himself, and you don't have as much fine control over their actions.

Kite started the series as a complete newbie, and over the course of time he has grown into quite a skilled warrior. He is on a quest to exorcise the decay within The World's system, and to free his best friend from a coma in the process. In reality Kite is a schoolboy who only even got interested in The World due to his friend.



Orca CLASS: BLADEMASTER

Orca was one of the most well-known characters within The World before tragedy struck. Making up half of the Descendents of Fianna along with Balmung, Orca brought his friend Kite into The World just before being attacked by a strange foe and sent into a coma. He has yet to awaken. Orca's status is one of the main driving forces behind Kite's quest, so while he remains offline for now, he still has a presence of sorts within the game.



BlackRose CLASS: HEAVY BLADE

A brash newbie at the same time as Kite, BlackRose soon ran into the Twin Blade and befriended him, growing alongside him until she, too, could hold her own among the strongest players of the game. Her loud voice and brash actions help to mask her own insecurities over herself and her own brother, who is also in a coma much like Orca due to events in The World.



Mistral CLASS: WAVEMASTER

One of the earlier Wavemasters in Kite's party, Mistral is always lighthearted and energetic, adding life to even the most solemn party. She's a bit scatterbrained and a chatterbox, but she's skilled and loyal as well.



Mia CLASS: BLADEMASTER

The enigmatic Mia has been less and less visible and available as the series has spun on, so don't expect to see much of her now. One of the strangest characters that Kite knows, she has the overall appearance of a cat, and a mysterious personality. She obviously knows more than she lets on, but the question remains—who is she?



Elk CLASS: WAVEMASTER

Although Elk started out as Mia's friend, jealous of Kite, he soon grew attached to the Twin Blade in his own right. Another Wavemaster, Elk is skilled with magical abilities. He's a bit quiet and shy, and always concerned with Mia. Elk can usually be tempted by Aromatic Grass, which he knows that Mia loves.



Piros CLASS: HEAVY AXEMAN

Although he looks like a bit of a brute on the outside, Piros sees himself as a knight in shining armor. Eager—perhaps overeager—to right all wrongs, Piros is always looking out for the strong picking on the weak or other such situations, and usually roping Kite into his plans to stop them. Unfortunately he's also a bit too quick to judge, but his heart is definitely in the right place.



Natsume CLASS: TWIN BLADE

Another Twin Blade like Kite, Natsume is still a bit of a contrast to her male counterpart. While Kite is brave yet clearheaded, cautious when he has to be, Natsume is naive, brash, and tends to get in over her head. She's still good at what she does, and makes a loyal member of the group.



Gardenia CLASS: LONG ARM

A lover of flowers, Gardenia tends to appear as soft and quiet as a bloom herself. She's got a strong inner core, and at times shows hidden thorns that you might not expect. While many adore her, it is Kite that she has given her friendship to, something worth quite a lot from such a reserved and steadfast character.



Sanjuro CLASS: HEAVY BLADE

Although he's not Japanese himself, Sanjuro is a big samurai fan and tends to follow in their footsteps himself. He looks a bit scary and gruff, but underneath he's got a strong sense of honor and follows the path of righteousness. This nature combined with his beloved katanas makes him a welcome part of any group.

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**Nuke Usagimaru CLASS: LONG ARM**

Nuke Usagimaru is definitely one of the stranger characters that Kite has met within The World. He started off as a showman, and still tends to go for the dramatic whenever possible. Even his emails to Kite tend to border on the surreal, but he does seem to have a genuine liking for Kite and is always there when needed.

**Rachel CLASS: BLADEMASTER**

If Rachel has one fault, it would be greed. She and Wiseman are the mercenaries of the group, and in Rachel's case especially, all of her thoughts seem to revolve around just how much money something is worth, or when and how she is going to get paid. She does have her moments of selflessness, and in the end is a real friend, willing to put it all on the line for another.

**Moonstone CLASS: TWIN BLADE**

While Gardenia tends to be quiet and seldom speaks about herself, Moonstone is even more reticent than the Long Arm. He seldom speaks about anything, and even some of his emails consist simply of a subject line, or perhaps a single Keyword with no explanation. His chatter in a fight is also abrupt and limited. This doesn't make him any less of a staunch friend and ally. Talkative or not, he's always there in the thick of battle to lend a hand.

**Marlo CLASS: BLADEMASTER**

Marlo is initially the least likable of the characters, always gruff and sometimes downright rude. While his demeanor may mask it, there really is a decent soul lying underneath, and he knows the value of friendship when he finds it. He may not win any personality awards, but he's a strong fighter and trusted companion.

**Wiseman CLASS: WAVEMASTER**

Like Rachel, Wiseman is a mercenary. This is where the similarity ends—while Rachel tends to easily get in over her head or have things go constantly wrong, Wiseman is patient and capable. He's more the analytical type, sitting back to see how all the pieces fit together and, when possible, having others do the actual field work. He's still quite a strong character in his own right, with his magical spells and healing abilities being a key factor to many parties.

**Balmung CLASS: BLADEMASTER**

Balmung makes up the second half of Orca's group, the Descendents of Fianna, and is a legend in his own right. Balmung of the Azure Sky is a skilled and capable character who knows and loves The World. He started out in opposition to Kite, but the Twin Blade's honest nature and desire to do the right thing eventually won the Blademaster over to his side.

**Terajima Ryoko CLASS: HEAVY AXEMAN**

Although she's a master of the heaviest weapons and armors, Terajima Ryoko herself is quiet and gentle. Because she is still new to the game, even newer than Kite and BlackRose, she also lacks in self-confidence. She's still brave enough to journey with Kite, and to lend him help in times of trouble, quickly becoming one of his staunchest allies.

NON-PLAYER CHARACTERS

Of course not all of Kite's allies and companions are those that travel with him on adventures. Throughout his adventures, the Twin Blade has made many allies, also working in their own way to bring stability back to The World. These are only some of the characters met throughout the quest, those that are working most closely with Kite to help him meet his goals.

**Aura**

The hardest to read of all of the "characters" that Kite knows, Aura seems to be a child of The World itself. Her aid has been severely limited thus far as this childlike character is in desperate need herself—her being was shattered in the first volume, and Kite now must help to put her back together. Despite her troubles, Aura sends him warning and words of advice when she can, and she may yet turn out to be one of the keys to the greater puzzle within The World.

**Helba**

As a skilled hacker and aloof, enigmatic personality, Helba might not always come across as a loyal friend. However, her actions thus far have spoken louder than words, and she's become a key part of the movement to bring The World back to normal. She may have her own reasons for acting, but they seem to coincide with many of Kite's own.

**Lios**

As one of the System Administrators for The World and the type to go strictly by the book, Lios has come into conflict with Helba more than once. In the cause of the greater good he has been willing to set aside any differences, to take advantage of the power of Kite's Bracelet as the best hope to expunging the corrupted parts from the game world and bringing things back to how they should be.

OTHER CHARACTERS

If you're starting the game as a new player, many of these characters won't yet be known to you, or available to your parties. They aren't completely locked away from you—you must explore, and earn their friendship. Check various threads on The Board for leads on finding these characters for yourself.

Remember that there may be other characters still hidden from you, waiting for a chance to join in Kite's adventures and lend a helping hand. Check *Secrets* to learn more about some of these characters.

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DATA RETRIEVAL

After playing through the opening segments of the game, return to Ω Server to face the first actual mission. If your level is still too low or your equipment and list of friends are not up to par, take the time to explore lesser areas and respond to Board messages before returning to tackle this area.

EMPTY SPACES?

Although the Ω Server's Root Town is devoid of life while you explore after the initial meeting, after you leave and return to Lia Fail, its streets fill up with other Player Characters who have made their way to the city. This lets you stock up on new trade items without having to return to the lower-level servers all the time.



This first mission is a lower-difficulty warm-up to get you back into the game (or to give you a somewhat smooth introduction), so you don't need to worry as much about your party makeup as with some missions. A hefty hitter and a fighter with some healing abilities makes an effective party here, so bring along a Blademaster for fighting skill, such as Balmung, and Natsume the Twin Blade makes an effective dual fighter and healer.

Fire-based equipment is helpful here, but is not a necessity. One or two fire attack skills on Kite's blades can be enough to cover this area. A weapon with an Earth elemental physical attack is also helpful, if available.

Check the various trades with the town's PC's to find a Blademaster weapon for Balmung with this type of attack. A Wood-based physical attack such as Splinter Slash is vital, with Wood spells coming in handy against

the final enemy. If necessary, buy some of this equipment from the shop in the Root Town. Darkness skills on one or more of the weapons are also important. If Natsume (and preferably Balmung as well) doesn't have a high-level piece of headwear with a strong healing spell such as Phal Repth and a second spell like Rip Maen, trade for one from the folk in the town. The Raven Crest should be available from some of the PC's, and is effective here. Such a strong item isn't as necessary right at the moment, but comes in handy further down the road. Before you leave, give a few Antidotes and Restoratives to your party members and give extra Resurrects to anyone without Rip Maen.



Attempting to enter the area brings you up against your first locked gate of the game. Right off the bat, Kite must use the abilities of his bracelet to unlock the doorway into the special area. This first gate requires three Virus Cores E and two each of Virus Cores H and I to open, all of which are fairly common within lower-level areas. If you need help in opening the gate, check *Advanced Hacking* for pointers. Once all the Cores have been inserted, the area unlocks and Kite and friends move immediately to the new locale.

Ω : BIGOTED, SNOWFLAKE'S, CAPSULE

RECOMMENDED PARTY: KITE, BALMUNG, NATSUME



AREA VITALS

BATTLE LEVEL:	68
ELEMENT:	Water
GRUNTY FOOD:	White Cherry, Bear Cat Egg, Golden Egg
ENVIRONMENT:	Snowfield
WEATHER:	Blizzard

MONSTERS

FIELD:	Acanthaster: Water, Dark Maiden: Darkness, Hand of God: Wood
DUNGEON:	Acanthaster: Water, Dark Maiden: Darkness, Lich: Earth, Star Viking: Thunder

The snowfield that the party enters is unstable due to the virus found within. The exploration to retrieve the needed Data is accompanied by screen flickers and random floating data strings, so ignore the abnormalities and press forward.

Explore the Field to gather the White Cherries, trigger the Symbols in the area and to gain some experience before heading into the more confined hallways of the Dungeon.



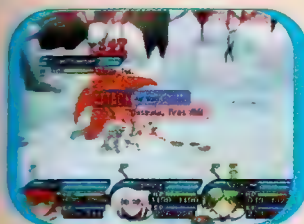
ITEMS

AREA:	MONSTERS:
Absolute Zero, The Death, Eagle Hood, The Hanged Man, The Lovers, Natak, Permafrost, Rashou, Stone Greaves, Stone Solleret	Airy Robes, Cave Bear Hood, Cygnus Rod, Five Stars, Heh Heh, Last Tess, Phoenix's Fire, Seventh Seal, Stream Sword, Tree Beast, Virus Core G, Virus Core H, Virus Core I

FINAL ENHANCEMENT!

If you've played the previous three volumes, use one of the Drain Skills as soon as possible. If you've Drained enough monsters, as soon as you use the Skill this time around you gain the last of the Drain skills, Drain Heart. This is an area-effect version of 2128 Drain. If you haven't played this series before just keep using Data Drain to work up to the abilities, reaching Drain Heart when you've used these other Drain Skills a total of 240 times.





The monsters here have been encountered in previous volume of the series, or within some of the areas that you fought in to gain experience before facing this area. The first of these is the Acanthaster, a starfish shaped monster whose main threat is in the paralyzing spells that it can cast. Set everyone to attack it and use Kite to remove the paralysis from anyone that's unlucky enough to be frozen, or set Natsume to "First Aid" temporarily. If you use Data Drain against this foe you might also gain the Seventh Seal, a nice high-level weapon for Balmung (also fitting in with his starting Water element theme) or another Blademaster.

The Hand of God monster is a bit trickier to defeat. This Wood-based enemy is resistant to magical spells, so you must either strip away its protection or attack it with normal attacks and physical attack skills. This is a short enough fight that you should set your party to "Attack" or "Skills" and go for the straightforward attack, setting Natsume alone to "First Aid" if your party starts taking damage. Watch out for their Life Drain skill, which can randomly add the damage taken by a party member to the foe's own HP.

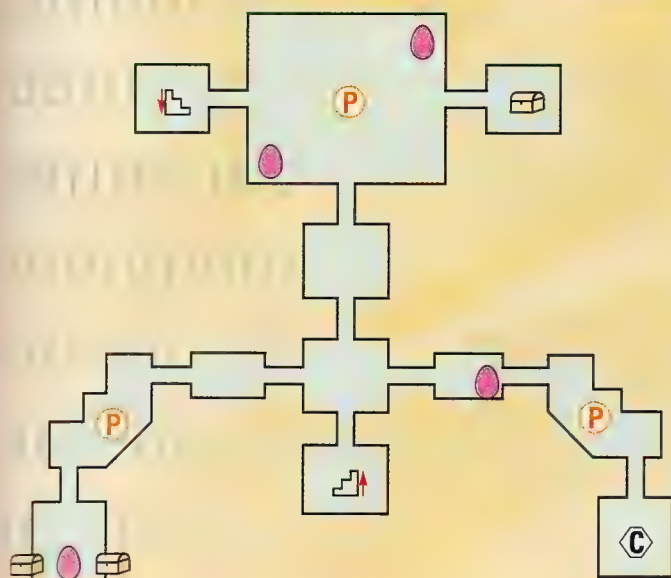
The last foe is the Dark Maiden, a spellcaster that shows up in groups. These enemies are dangerous when they show up with the Hand of God monsters, as their spells not only damage your party but freeze any affected members in place while they take effect. The spells are dangerous only when multiple casters cast the spell on one party member repeatedly. Otherwise, they shouldn't do enough damage to take your group out before the monsters fall. These enemies also cast a sleep spell on one party member, so be ready to remove that when necessary. The most effective way to fight these monsters is to cast a strong Thunder spell (try trading the War God Guard from Balmung for one such spell), or to have one party member cast spells to freeze the Maidens, then have the others attack physically.



Do not to open more than one Portal at once unless you feel you can handle a great number of enemies. When the Portals are all gone, head to the Dungeon Entrance, which is on the Overall Map if you lose track.



DUNGEON, B1



Once inside the Dungeon, head west from the first branching of paths to collect items from the room at the end of the branch. It is one of the "storeroom" areas that hold many breakable objects, as well as (in this case) two treasure chests and a **Golden Egg**. Return to the branching point and take the eastern path to collect a **Bear Cat Egg** in the next room. At the end of this branch another storeroom waits, this one holding a Virus Crystal with a **Virus Core G** inside alongside the normal breakable objects.



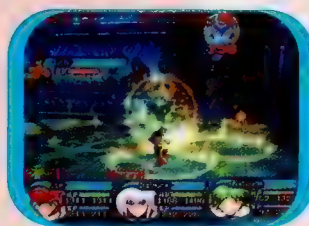
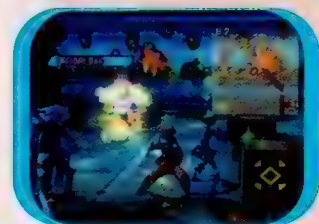
Return to the original branching and head north, into another room with branching exits. The room holds another **Golden Egg** and **Bear Cat Egg**, with the eastern exit leading to another storeroom and treasure chest. The western exit leads to the staircase down to level B2.

There are few portals on this level, which have a chance to release the Acanthaster monster from the Field. Use the same tactics as above, and make your way down to the next floor.

DUNGEON, B2



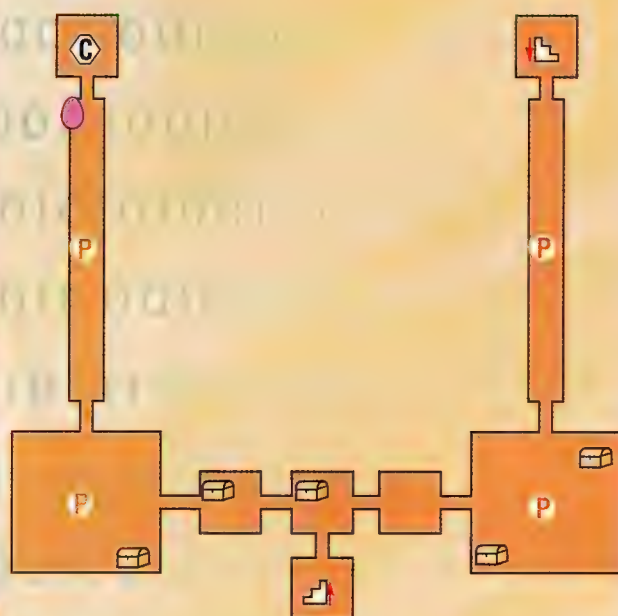
At the first branch of the second level, take the northern exit to reach a hallway holding a **Bear Cat Egg**. This hallway leads to a storeroom and a second Virus Crystal, this one with **Virus Core H**. The southern branch leads into another large room with the usual items and only one exit. From the next small room, take the western exit to reach another large room and a storeroom, while the northern exit leads down to level B3.



The Dungeon Portals at this second level begin to disgorge Liches, a spell casting foe that tends to appear in groups. These enemies are resistant to magic and are more prone to flee and harder to hit. Equip a weapon with a Wood attack skill, and attack with it whenever you get close enough. Set your entire party to "Attack," and set Balmung to "First Aid" if he has good healing available, Natsume if not. Be

prepared to Resurrect your healer if they don't get spells off quickly enough. These Lich enemies hit harder with their spells than the previous Dark Maidens, can confuse Kite or his allies, and are more deadly. This foe may give a Blademaster weapon when Data Drained, although it's not as nice as the Seventh Seal.

DUNGEON, B3



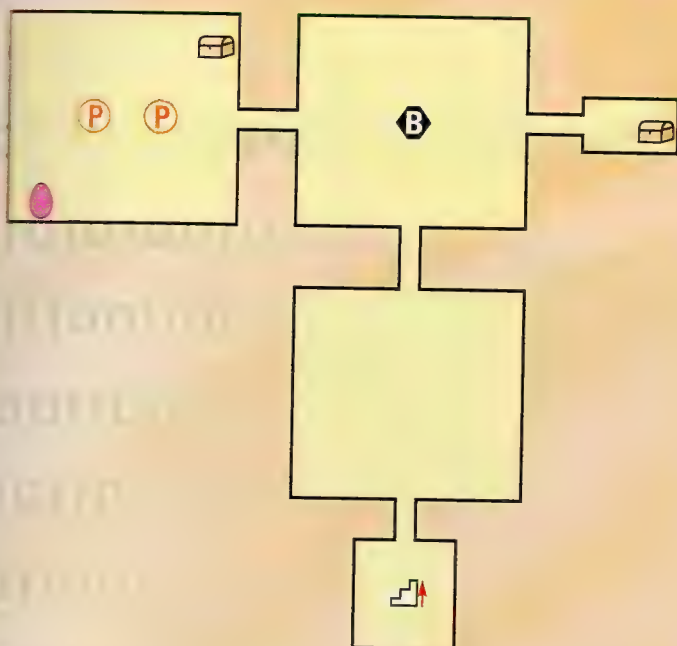
Take the first western exit and follow the path to eventually reach a store-room with **Virus Core I**. The eastern path leads through a few rooms to the staircase leading down to the last level.



On the third level, the Dark Maidens from the Field begin to show their faces again, but the confined spaces make them easier to corner. Watch out for their sleep spells, especially if they are combined with stronger enemies.

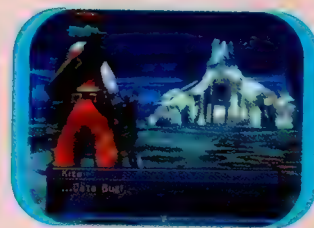
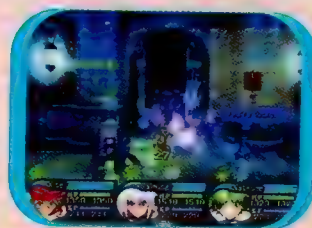


A stronger foe is the Star Viking that begins to appear now, although this foe at least shows up solo. It is weak against Darkness spells and skills. Attack the Star Viking with your strongest, non-Thunder attacks, and cover healing with Kite or one of the others if you want to be safer. The Viking can hit moderately hard and cast Thunder spells, but it's not extremely deadly if you're careful.



Once you've explored the third floor and taken care of everything there, head down to B4, where only one large room and no Portals stand between your party and a strange flickering violet flame that indicates a Boss Battle or special event lies beyond that doorway.

Restock your allies' healing items, heal them as needed and have everyone equip Wood items before heading through the door. On the other side is a Data Bug, one of the corrupted monsters that can only be killed after Kite strips away their protection using the power of his bracelet.



BOSS FIGHT: SANDHILL (DATA BUG)

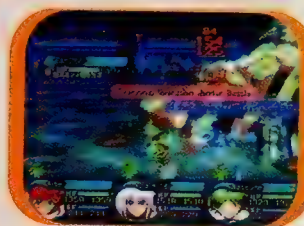
Level	68	pp	4100
hp	infinite/3250	sp	685
element	Earth		
skills	OrGan Zot		
reward	Virus Core M		

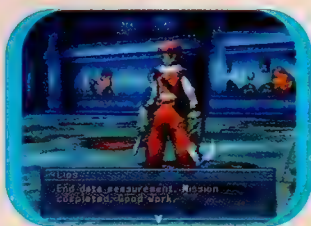
As with the rest of the area, this Boss Battle is more of a "breaking in" fight, and not particularly deadly as Boss Battles go. Set the entire party to "Skills" when the fight begins, then step up to the attack with Kite.

Because this enemy can cast a fairly large-area Earth spell, keep Kite away from the others and set Natsume or Balmung to "First Aid." If only one has a Wood ability, set the other to the healing duties.

As soon as you can, start pounding on the enemy with your strongest Wood spells or attack skills. Splinter Slash can take the enemy down quickly, while the Wood spells available by this point in the series also do plenty of damage. Watch out for the Protect Break that occurs after a few attacks. As soon as it happens, use a Data Drain ability to strip away its Virus and its protection. In return, you gain **Virus Core M**.

With the normal Sandhill exposed, use the same tactics as before. This foe doesn't have the luxury of infinite HP, and with high-level Wood abilities being used against it, the creature falls in no time flat.

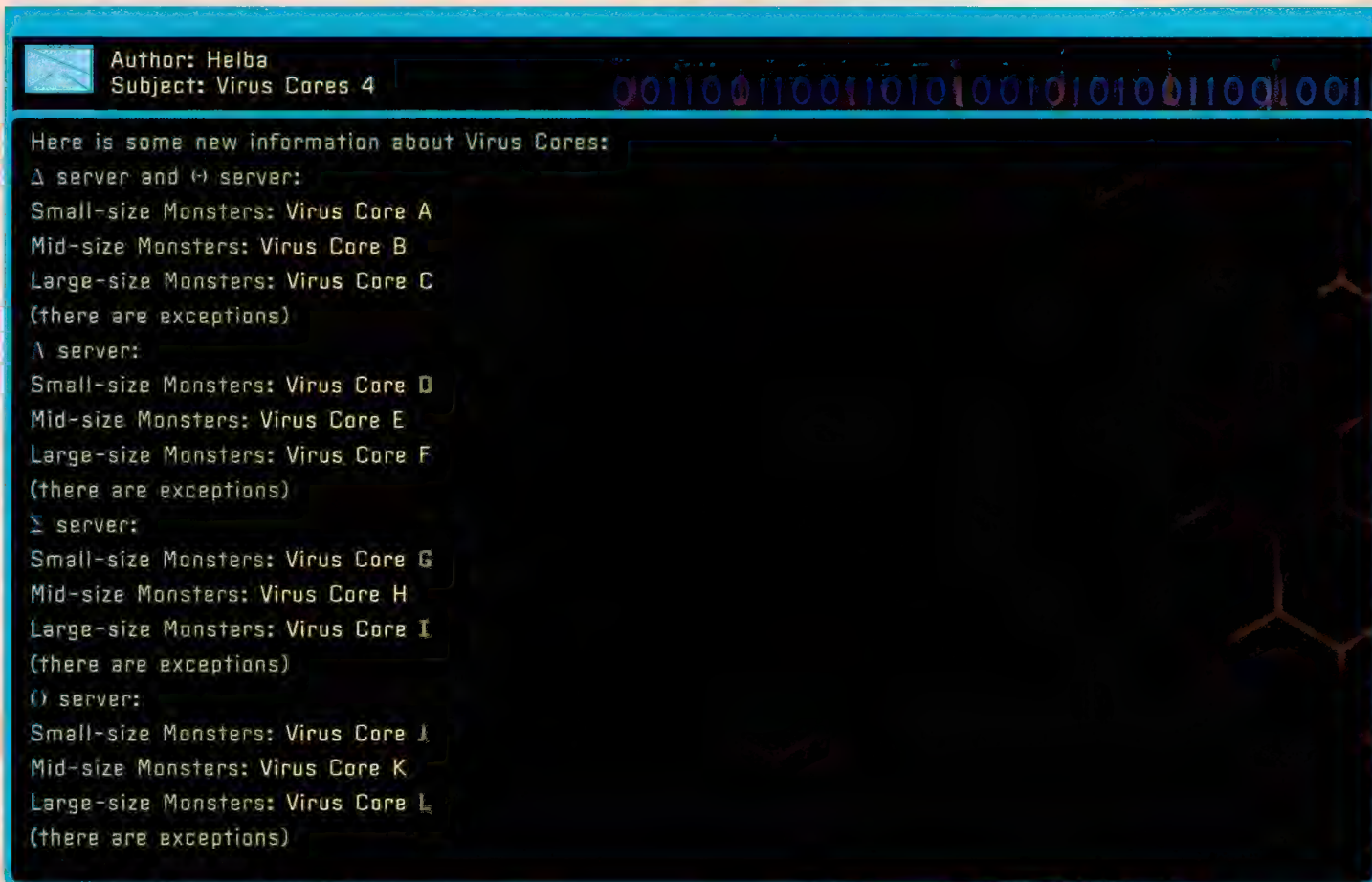




With the final fight of the Dungeon over, the mission to measure data is complete. Your party automatically warps back to Lia Fail where the "new mail" notification appears. Take care of business in the Root Town and head back to the Desktop, where new Mail messages and News items are waiting.

BACK IN THE REAL WORLD...

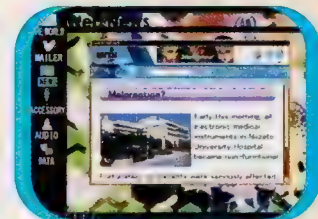
The new email is from Helba, and gives help on the various Virus Cores found on the game:



As you may already have noted from the gaming session you just completed, some of the exceptions are due to areas on a server being lower in level than the norm, while others are due to the foe being a special Data Bug or other abnormal monster. If you're in doubt about the Virus Core that a particular monster carries, check the *Bestiary*.

Now check the waiting News bulletin. While the email gave a bit of in-game info, this next bit is a new development in the game's real world. The hospital where "Orca" is lying comatose was struck temporarily by the spreading virus, leaving the patients helpless and without power for a short while. Thus just one more spur is added for Kite and his friends to wipe out the mysterious Cursed Wave as quickly as possible.

With this new incentive fresh in mind, log back into The World to continue on your quest.



PEAR OF CHANGE

As you regain control of Kite, approach another new figure standing near the Chaos Gate. This is Spiritas, one of the strange denizens of the Net Slum, aka Paradise, that Kite met in *.hack://MUTATION*. Spiritas has decided to come to the party's aid, and tells Kite of a strange room within Σ **Screaming Wind Sand's Fate Castle**. The Keyword is added to Kite's Word List as the figure vanishes.

This is a good time to head to Σ Server, but there is a problem. The next area needs two Virus Cores J to unlock the gate protecting it. These Virus Cores must be obtained by exploring areas within the new Ω Server and using Data Drain against small-sized monsters, per the email instructions from Helba.

Find an area that's high enough in level to allow you to gain the required Cores, while not putting your party in jeopardy. While random areas vary between games, a good area for this is Ω Unending Passed Over Sea of Sand. It's high enough in level to contain "small" monsters like the Wood Maiden, a good source for Virus Core J, and not deadly for a full party. Take a party with you on this side trip to get them leveled up and ready to face danger. BlackRose is necessary in this case, while Balmung the Blademaster makes a good third member. Assuming that he still has Water-based equipment, he comes in handy against one of the nastier monsters in the new area. Set your party members to "First Aid" as much as you like. Take along plenty of status-recovering items to make sure your allies don't remain charmed, confused or the like.

After gathering the Virus Cores J, return to town and take care of any last minute business before warping to Σ Server. Give BlackRose a Smiling Blade for its Wood and Earth attack skills. If you don't have this sword and must choose between the two elements, try to give her a strong Wood attack ability. Balmung should have a weapon with a strong Water attack, such as the Seventh Seal. Kite should start out with the Diablo Blades, but trade for the War God Guard and Sorcery Swords from Balmung if you haven't already. Equip the strongest healing spells available for each person's headgear. Stock up on Restoratives, with Resurrects and strong healing potions being good backups.

The new gate requires the two Virus Cores J, and the Virus Core M picked up in the last fight. The final cores needed are two H and three G.

Σ : SCREAMING, WIND SAND'S, FATE CASTLE

RECOMMENDED PARTY: KITE, BLACKROSE, BALMUNG



AREA VITALS	
BATTLE LEVEL:	70
ELEMENT:	Fire
GRUNTY FOOD:	
Snakey Cactus, Bloody Egg, Golden Egg	
ENVIRONMENT:	Grassland
WEATHER:	Cloudy

MONSTERS
FIELD:
Dark Maiden: Darkness, Skull Devilgon: Darkness, Stare: Fire
DUNGEON:
Dark Maiden: Darkness, Lich: Earth, Stare: Fire, Star Viking: Thunder, Thousand Trees
DATA BUG:
Wood

ITEMS	
AREA:	MONSTERS:
Aqua Hands, Artisan's Soul, Fireball Storm, Flame Blast, The Fool, Frost Solleret, The Hanged Man, Ice Leg Mail, Infernocall,	Inferno Strike, Kikoku, The Lovers, The Moon, Resurrect, Sea Greaves
	Airy Robes, Cygnus Rod, Five Stars, Heh Heh Heh, Ion Guard, Nil & Despair, Minerva, Owl Crest, Phoenix's Fire, Storm Hauberik, Stream Sword, Tri- Tips, Two Together, Virus Core G, Virus Core H, Virus Core I



Before heading anywhere else, move to the southeast of the starting point to a Spring of Myst and a Monsieur Lv. 4. This spirit cannot handle the most high-level, newest weapons and armor that you may have acquired, but it is a good source of the Golden Axe and Silver Axe, and is useful if you're a new player and only have mid-high level equipment to improve.

As far as Field Portals go, this is one area where skipping some of the extra Portals is feasible. The fights are harder than the experience is worth. There are few Snakey Cactus around to collect, although one cluster is just west of the entry to the Dungeon. One of these monster battles is more hectic and annoying than dangerous. The Dark Maidens make another appearance with their ability to put party members to sleep. Using the War God Guard and its powerful lightning spell against them is the quickest way to eliminate them. Use Restoratives as needed or set Balmung to "First Aid" to keep everyone awake and fighting. If the spellcasters come close enough, use the Diablo Blades' attack skills to wipe them out.



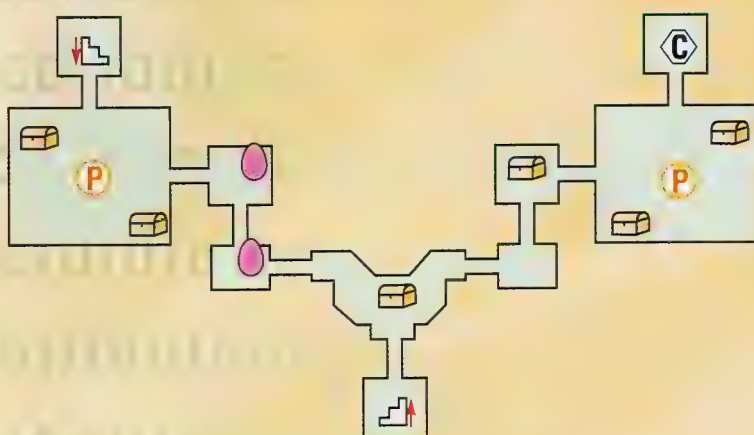
The Skull Devilgon is the easiest fight of the Field. This large monster shows up solo, and is weak against the special Thunder attacks of the Diablo Blades. Set your entire party to "Skills," or heal with a quick Phal Repth or a stronger potion if needed.



The Stare is a tough solo fight if it uses the right skills and spells. Not only can this foe cast strong wide-area Fire spells, but it can Charm your party members as well. As if its offense wasn't bad enough, its defense is also strong. Unless you strip away its protection, it cannot be affected by spells. Immediately set your party to "Attack," then set BlackRose to "First Aid" by herself, keeping an eye on her status throughout the fight. Use a Restorative on her immediately if she does succumb to charm. Balmung should use Water attack skills as soon as you give the order to attack, which can take the foe down faster than other means. Use Kite to supplement the Blademaster.

Remember that as long as BlackRose has the Smiling Blade she has access to Rig Saem if you use the "Strengthen" command. Make use of this to heal in between fights, and when you have had your fill of the Field head in to the Dungeon itself.

DUNGEON, B1

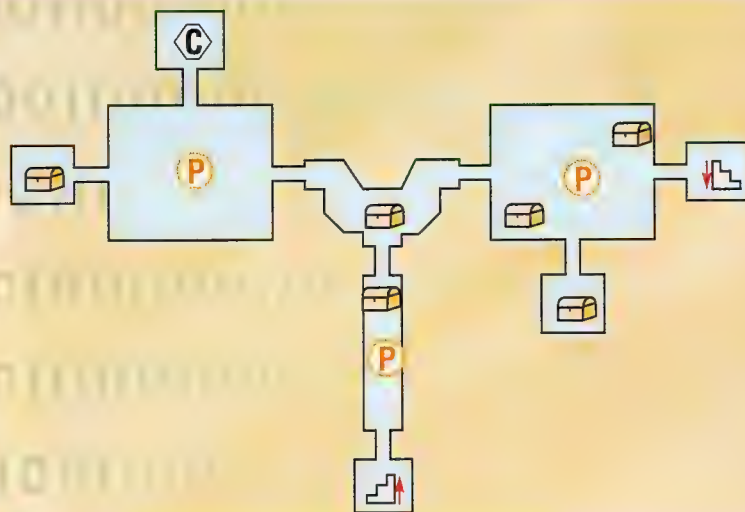


Head to the east to follow a path that leads to a storeroom holding a Virus Crystal and **Virus Core A**. The western pathway leads to the stairs leading down, with a few **Bloody Eggs** to pick up along the way.



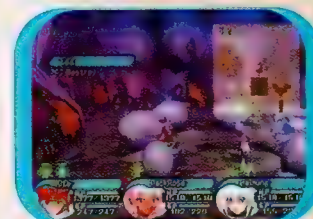
The main monsters on this level are the Stare and Dark Maiden from the Field. The Star Vikings fought previously appear here as well, so stay away from Kite's Thunder skills.

DUNGEON, B2



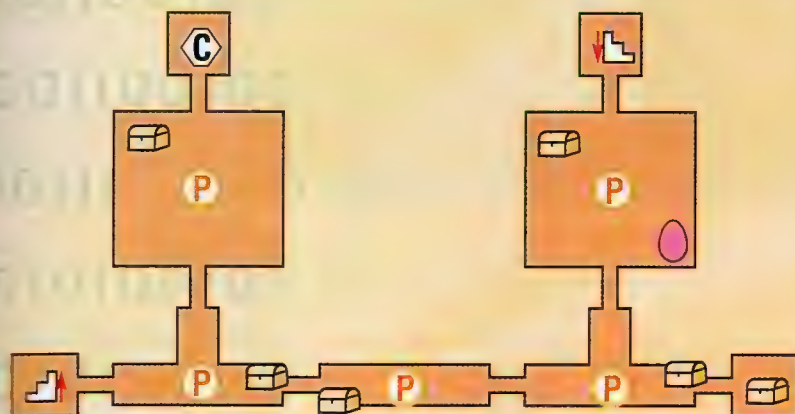
After the lecture, head down the western path. The room to the north holds **Virus Core B**. West from the previous large room is another storeroom. Along the eastern path from the original fork lies a second large room, with another storeroom to the south and the stairway down to the east.

Watch out for the reintroduction of the Lich, with its Magical Tolerance. Fight these foes by setting your group to "Attack," then setting Balmung to "First Aid." Doing so leaves BlackRose free to use Wood-Based attacks on the spell casting foes. Switch Kite's weapon to the Sorcery Swords or another weapon with a strong Wood attack,



then have him back up the Heavy Blade. Don't allow Balmung to become confused and unable to heal the rest of the group. While exploring this level, conserve your Data Drain skills a bit more than usual. Don't allow yourself to get too close to the danger zone, as you may be forced to use a Data Drain or two on the next floor.

DUNGEON, B3



After the expected lecture comes from the thin air, head out and explore the area. Take the first northern branch. After a large room with another Portal you reach the final Virus Crystal for the floor, this one holding **Virus Core C**.

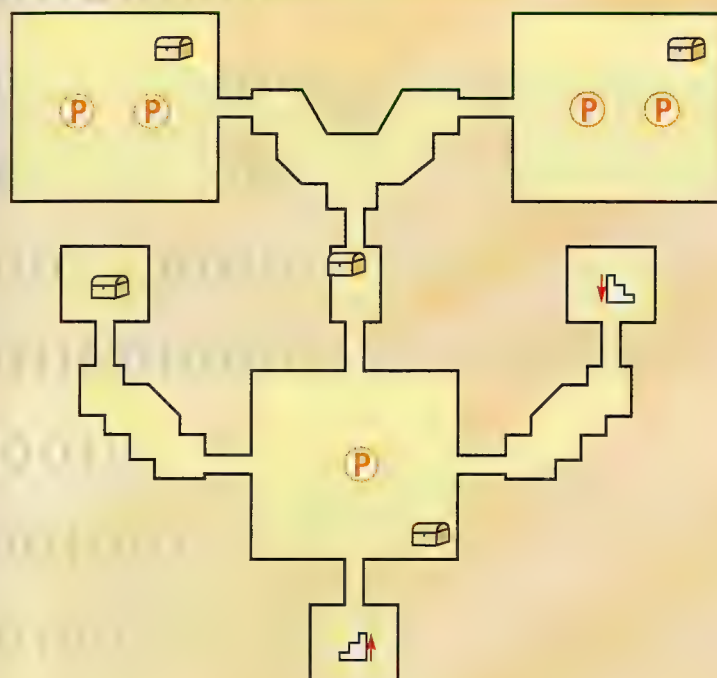
Return to the southern area and continue east, taking the eastern exit to visit another storeroom and chest. Leave the storeroom and head north through a large room holding the Dungeon's only **Golden Egg**, then to the stairway to the fourth Dungeon level.



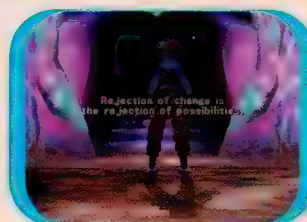
The third floor can lead to the same fights as before, or bring you across a new foe. This is a Data Bug version of a much weaker Thousand Trees monster, which must be Data Drained in order to destroy its protection. It's not strong in Data Bug form, so its main danger lies in if you must Drain it while your Virus level is too high. Set your party to use "Skills," and cover healing with Kite if it's even needed. As long as BlackRose has the Smiling Blade with its Earth-based attack, the foe quickly gets to Protect Break. Drain it, and the monster underneath

falls even quicker. While the fight against the Data Bug can be dangerous if your Infection Rating is too high, the foe can give some nice items for use against any Darkness-based encountered in the Dungeon, so don't be stingy and share them with your friends as needed.

DUNGEON, B4

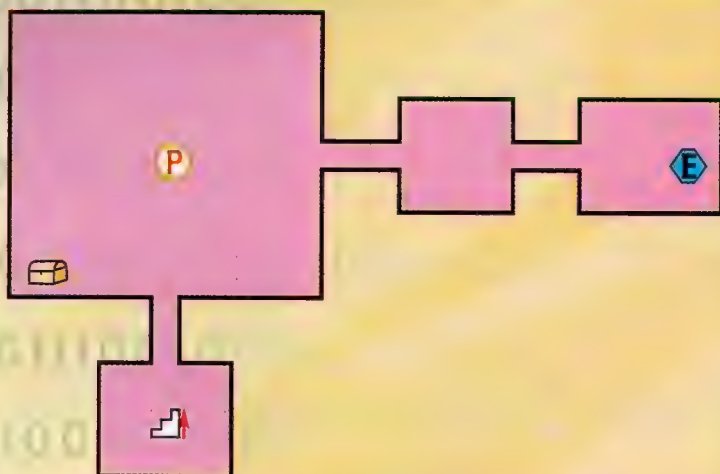


Head west first at the first room with branching exits, and follow the hallway to find a room holding a Symbol within the Dungeon. Activate it and pillage the rest of the room, then return to the large room and head north.



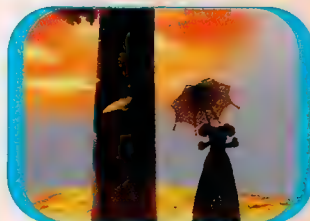
From the northern fork, head east and west to clear out the two large rooms to either side, being careful as each room holds two Dungeon Portals. If you don't feel strong enough to handle double the monsters in each room, skip these two large northern rooms. Just keep in mind the Books of Ryu, which require a number of Dungeons cleared of all Portals for some of its statistics. When you are done, head through the eastern exit from the first large room and follow the hall to the stairway leading to the final floor of the Dungeon.

DUNGEON, B5



Only one Dungeon Portal remains on this floor, directly past the first small entry room. Take care of whatever emerges and continue on the sole path, to eventually reach the strange room that Spiritas mentioned.

Suddenly the party goes from an apparently normal Dungeon with one step, and into a sunlit open area the next, complete with a tree and a strange figure. A new, female voice begins to recite the puzzling words of **Epitaph 04**, which Kite receives as a Key Item. At this point the party automatically returns to the Root Town of Σ Server, job complete.



As the group warps into Fort Ouph, Kite is greeted by Elk, the Wavemaster, who is still searching for Mia and cannot find her anywhere. As Elk is obviously getting upset, BlackRose invites him to start coming along on adventures with the group once more in the hopes of finding Mia within the areas. Elk thinks that the idea is a good one.

COOL LOOT

Once Elk is back in your party, he holds a great variety of sweet trade items, including two of the "Secret" books. As soon as you tag him for a party, remember to do some trading for the special items! Just do it as soon as possible, as you are never certain how long the good fortune is going to last.

Before reaching the Desktop to check email, a new message is available on the Board if you've completed the Tag side quests from the previous three volumes, so stop there first to read the following tidbit:

Stehoney X Thread: New Let's Play Tag
Message: This Time!!!

00110011001101011101011001110010010101011101011010011001001010111010110100111001

Didn't think it would happen again gob? Too bad. Goblins are sore losers gob.

Powered up Stehoney X will take you on gob! It's not a cross gob! It's an X of the alphabet gob! X gob! It sounds powerful no gob?

Almost forgot the most important thing again gob... Fight at Σ Defestable Elusive Sunny Damon gob!

PS: You might want to bring your friends, gob.

Continue to the Desktop where a few more Keywords await, as long as you've made the right friends and kept them happy. First up is Piros with his request:

Author: Piros
Subject: Corrupt Player

00110011001101011101011001110010010101011101011010011001

Greetings, fair eyes. My friend has been wailing that he was terrorized by a player in: Σ Unmatched Worst Abyss.


It seems that this one lies low in the dungeon and tries to sell items to players that are exhausted from battle for a high price... I cannot let such cruel behavior go unpunished!

So I've decided to take the matter into my own hands. Fair eyes, I believe you realize my pain and beg to help. But fear not, as fear is useless. Of course, I will take your help. Now, let the stars, the moon, and the sun shine above you and light your path wherever you may go.

After such a long, elaborate message, the next seems brief in comparison. Moonstone, usually the silent type, asks Kite for his help in a enghthier fashion than usual.

Author: Moonstone
Subject: Found

001100110011010100101010011001001

Found a great place to level up. B1 was the farthest I could go by myself, but with you, I'm sure we can go to the deepest level. Come with me to:  Breezing Sage's Walkway.



At this point you may start getting the first of the "chatty" emails from friends you've made. Correspond with these friends to learn more about them now and in the future, choosing your responses carefully.

THE PATH OF RIGHTEOUSNESS

Now that you have a few more Keywords from friends and allies (and perhaps a Sidequest), head back to Σ Server. Looking over the area information shows you that Piros' recommended area is much lower in level and easier to tackle than Moonstone's, so it's time to tackle that one.

If you've traded for the Over Swing axe, give that to Piros. The Earth attack skill found inside comes in handy against some of the Field and Dungeon foes. Give Gardenia an Awful Spear if you've traded for one, or something else with a Wood ability or two. Load up on Restoratives, Resurrects and other healing items. Gardenia should have a strong healing spell available. Kite should have weapons with both Wood and Darkness skills. The Sorcery Swords or Saburo along with the Black Chapter can take care of this. Finally the War God Guard traded from Balmung earlier should come in handy here.



Σ : UNMATCHED, WORST, ABYSS

RECOMMENDED PARTY: KITE, PIROS, GARDENIA



AREA VITALS		MONSTERS		ITEMS	
BATTLE LEVEL:	72	FIELD:		AREA:	MONSTERS:
ELEMENT:	Water	Aurora Feather: Wood, Jealous Cobra: Earth, Wood Maiden: Wood		Aqua Hands, The Moon, Artisan's Soul, Ocean Gloves, Cygnus, The Permafrost, Fool, Frost Resurrect, Sea Solleret, The Greaves	Brute's Axe, Burning Brand, Ebony Greaves, Night Solleret, Shield Gloves, Thunder Beast, Thunder Robes, Vibrant Blade, Virus Core J, Virus Core K, Virus Core L
GRUNTY FOOD:	Cordyceps, Bear Cat Egg, Golden Egg	DUNGEON:			Gott Statue Items Stealth Blades, Scarlet Plate (X 2)
ENVIRONMENT:	Snowfield	Aurora Feather: Wood, Drill Idol: Thunder, Jealous Cobra: Earth, Wood Maiden: Wood			
WEATHER:	Blizzard				

The monsters are only deadly if you don't get rid of status effects quickly, and there are a decent number of Cordyceps scattered about the Field, making it a good place to explore and open the various Portals.

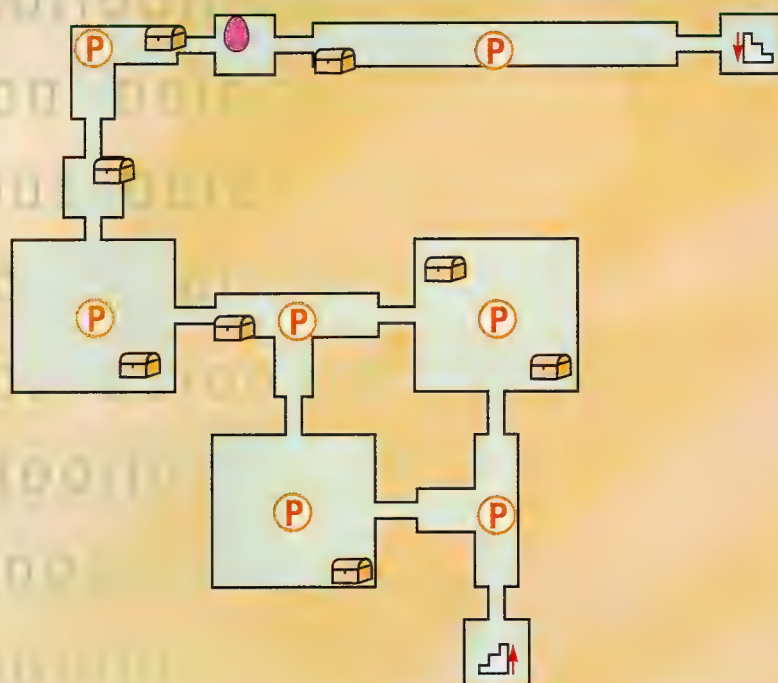


The Aurora Feather is the one solo monster of the Field, looking like a woman and giant peacock combined. This monster hits hard and casts Wood spells but she takes a brief time between attacks, letting you put your party on "Skills" and Gardenia on "First Aid." The Wood-based enemy is weak against Earth. The Earth attacks of Piros and OrGan Don from the War God Guard do hefty damage. Using Data Drain against this foe often gives you the Vibrant Blade, yet another axe for Piros.



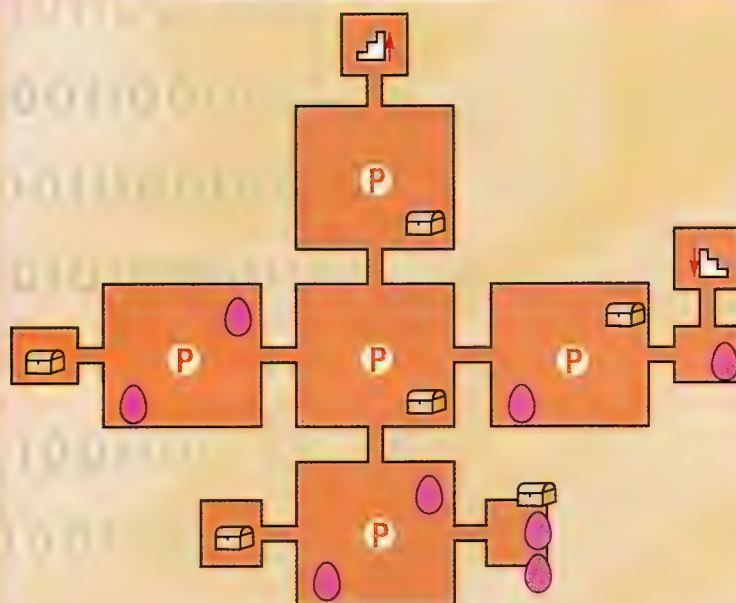
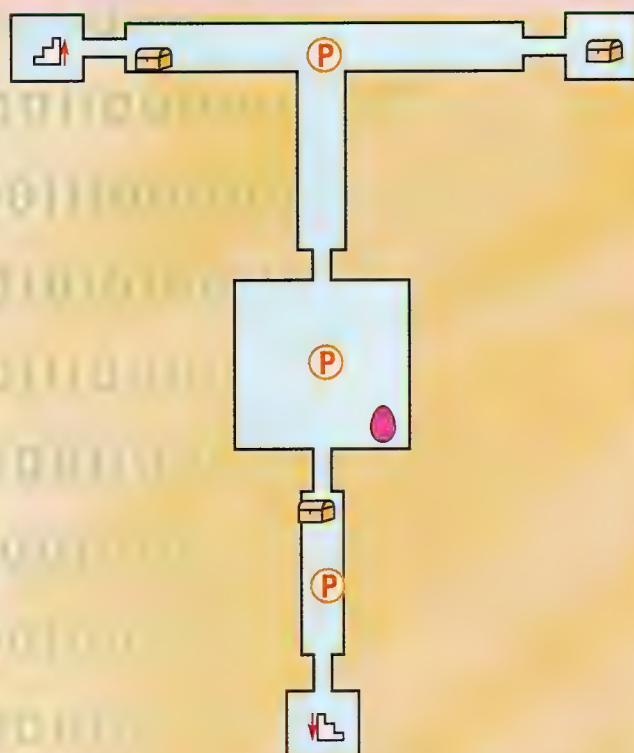
The other two monster types on the Field show up in groups, sometimes mixed in together with each other. The Wood Maidens are familiar, and are Wood-based versions of the Dark Maidens. Aside from their Wood spells, they can put your party members to sleep, so use Restoratives if it becomes a problem. These enemies too fall quickly to the same Earth-based skills used against the Aurora Feather, so don't spare the OrGan Don.

The Jealous Cobra is the last of the Field enemies and can charm group members; usually Piro who has a low resistance to such effects. Keep a close eye on everyone's status when this enemy appears and use a Restorative as soon as somebody gets charmed. Luckily this Earth-based monster falls quickly before Wood attacks. Physical attack skills are the best and can wipe out the snake-like creatures almost immediately. These foes are difficult to bring to Protect Break without killing them, but if you do manage to Drain them, they may give you some Darkness-based items for use against one of the enemies within the Dungeon.

DUNGEON, B1

Heading either north or west from the first branching begins a small square of two large rooms and two hallways that all connect. Explore these few rooms before heading west at the next hallway with three exits. This path leads west, north, and eventually back east through rooms and halls until you reach the staircase leading down.

The Jealous Cobras and Aurora Feathers make their appearance here and are fought off in the same fashion. You may also face the solo Drill Idol. It can cast Ap Corv on itself to increase its abilities, and it hits hard. Switch Kite's weapons to the Black Chapter or another strong Darkness-based sword, and set your party to "Skills" while setting Gardenia to First Aid. Maneuver Kite around to the other side of the Drill while attacking so to avoid having the whole party being wiped out at once. Attack with Darkness-based skills while being ready to stop to heal or revive party members if necessary. Use an item if you don't have enough time to pull off a spell before the monster attacks again. This enemy carries another Axe if you care to use Data Drain against it.

DUNGEON, B2, B3

Once down the stairs you only need to worry about exploration and perfecting your technique against previously faced foes. The Wood Maiden begins to reappear at this second level down, but she's not any more dangerous here than on the surface.

From the entrance, head east along the hallway to reach a storeroom. Head south from the previous fork. This brings you to the down stairs leading down to B3.

The third level is larger and more spread-out. When the path branches from the second large room, travel west to reach another room and Portal, then a storeroom. South from the original branch brings you to a fourth large room, which branches west and east into two more storerooms. East from the first branch takes you to the down stairs. Explore each room carefully, as not only breakable objects and treasure chests but also quite a few **Bear Cat Eggs** and **Golden Eggs** are to be found on this level for the taking.

DUNGEON, B4



On the fourth and final floor of the Dungeon, go north through two large rooms, where the exits branch off on all sides. Take the two side exits first; the western exit leads to a room with two Dungeon Portals and a bit of treasure, while the east exit leads into the room with the Gott Statue. Explore these rooms, then head through the northern exit.

Over the course of a short conversation it becomes evident that it was a misunderstanding rather than an actual attempt on the part of JJ to cheat any fellow characters. After Piros realizes his mistake he teleports out to "return the money," leaving Kite and Gardenia to follow quick on his heels, but not before JJ gives Kite a leftover item, an **Emperor's Soul**.

At this point you automatically return to the Root Town of Fort Ouph, so if you missed the Gott Statue or another place within the Dungeon, you need to return through the entire area once more.

Back at your portal to the "real world," you find new News Messages waiting as well as new mail. These News items all point toward the same thing, the increase of Virus activity. With all this going on, it's not surprising that the new Mail is from Wiseman:



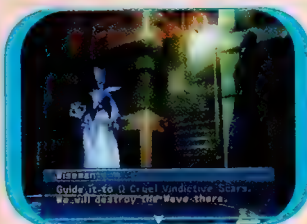
Author: Wiseman
Subject: Assemble

001100110011010100101010011001001

Operation preparations are complete. Assemble at Ω town as soon as you receive this e-mail.

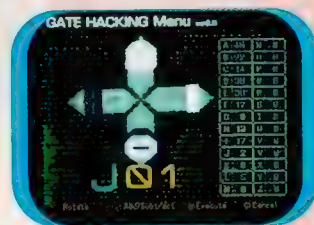
It looks like such an urgent message is not to be ignored, so it's off to Ω Server, ASAP.

THE SEA WOLVES



As Kite warps into Lia Fail after receiving the message to assemble, the group is already gathered around the Chaos Gate, with the exception of Lios. The system admin is stationed with his men elsewhere, ready to herd the Cursed Wave into position with the use of the newly created quarantine. As the planning session ends, Helba gives Kite a **Virus Cure M** to open the newest gate.

Kite finds the next area locked, and a Virus Core M, plus two each of Virus Cores G, H, and J are required. If Virus Core J is needed, a visit the previous area is a good way to Drain a few. Once you have them all collected, place the Cores into the Gate as usual to hack your way into the isolated area.



A healer like Wiseman is useful this time around, and the Heavy Blade Sanjuro works well as point man. Bring along the Diablo Blades for Kite, or another Twin Blade weapon with strong Thunder attacks, and Thunder spells for Wiseman. Carry a Wood attack as well. Sanjuro's Tonosama Sword is good for this, although if you don't have a good Wood weapon available you may find the Hachiyou for Kite in this next area. A few Water spells come in handy here. Plenty of Antidotes, Restoratives, and strong healing items are also called for on this mission.

Ω: CRUEL, VINDICTIVE, SCARS

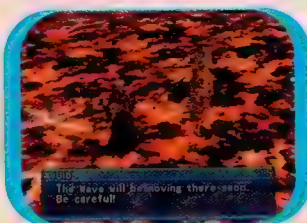
RECOMMENDED PARTY: KITE, SANJURO, WISEMAN



AREA VITALS	
BATTLE LEVEL:	76
ELEMENT:	Fire
GRUNTY FOOD:	
Grunt Mints, Invisible Egg, Golden Egg	
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS	
FIELD:	
Alucard: Fire, Conqueror: Darkness, Wood Maiden: Wood	
DUNGEON:	
Alucard: Fire, Conqueror: Darkness, Earth Hsien: Earth, Jealous Cobra: Earth, Rainbow Tail: Wood	

ITEMS	
AREA:	
Blazing Spear, The Devil, Firedrake Bone, The Fool, Hachiyou, Hellstorm, Imp's Leg Mail, Inferno Strike, The Lovers,	
	Mage's Soul, The Moon, Resurrect, Splatter Axe, Gott Statue Items, Dark Beast, Ivory Barett, Artisan's Soul
MONSTERS:	
Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L	

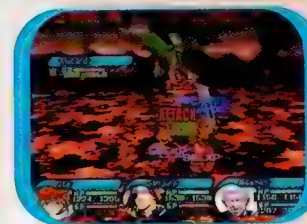


As your group moves through the once-locked Gate and into the area, Lios' voice comes through to warn you to expect the Wave soon. As it ends, use a Fairy's Orb to check for the portals, some of which are close, and head toward the Dungeon and its lowest level.

With some luck, some of the monsters that you find here are the Wood Maidens. You've already had plenty of practice at fighting this type of enemy. Use any Earth abilities that you have, or just freeze them with spells as other characters attack physically.

The worst of the new enemies is the Conqueror. This lovely foe hits hard both physically and with magical spells. This alone is enough to wipe out your party if you're not quick to set Wiseman to "First Aid," or if you let more than one character die at once before being revived. This particular enemy shows up in groups (either of its own kind or mixed) and revives its allies as they fall. Use Data Drain when necessary, and try to take out the Conquerors in a group first. Lightning weapon attacks are the best way to do this.

A second foe to watch out for is the Alucard. This enemy shows up in mixed or same-monster groups, and can also revive allies. This enemy doesn't hit quite as hard as the Conqueror, although it's still strong enough to be dangerous. Wiseman's Water spells are useful in wearing down these foes. Alucard can also paralyze your party, so put Wiseman on "First Aid" if needed after a few of his Water spells and be ready to use an Antidote at any time.



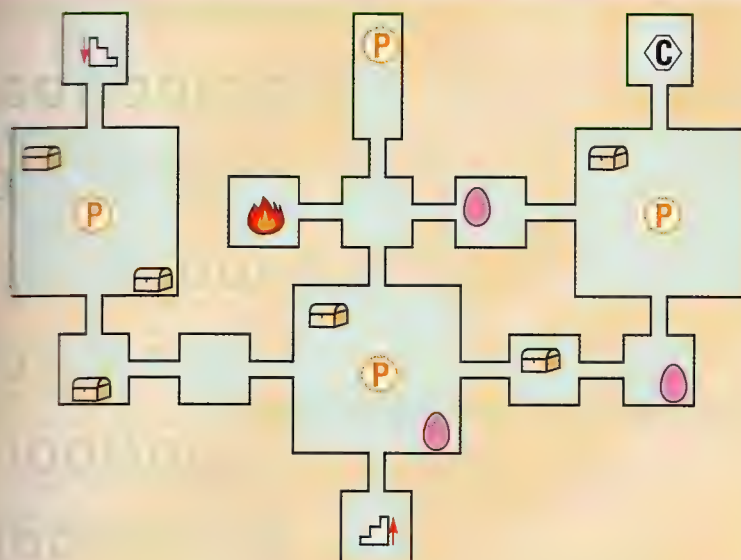
BACK FROM THE DEAD

Fighting foes that revive their allies is a tricky proposition. If you want to take them all down the normal way, you must destroy them all at around the same time before one can revive the rest, or else kill the foes enough times to wear down their MP and prevent resurrection.

Another way to keep a tough foe from being immediately brought back from the dead is to use Data Drain, which cannot be reversed by enemy spells. Watch Kite's infection level so you don't do more harm than good.

This Field is full of the Grunt Mints used in raising Grunties, but the danger of the foes is a damper to exploring and gathering. Fight as much as you like, but don't get in over your head.

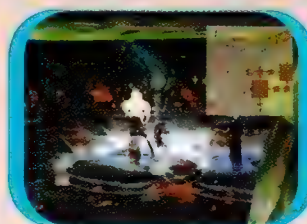
DUNGEON, B1



The Alucard and Conquerors appear within the dungeon. Making things worse are the Jealous Cobras making their reappearance here. Equip a Wood attack of some type and watch carefully for the snakes' charms. The last thing you need with a Conqueror around is to have Sanjuro or Wiseman under a charm and adding their own attacks.

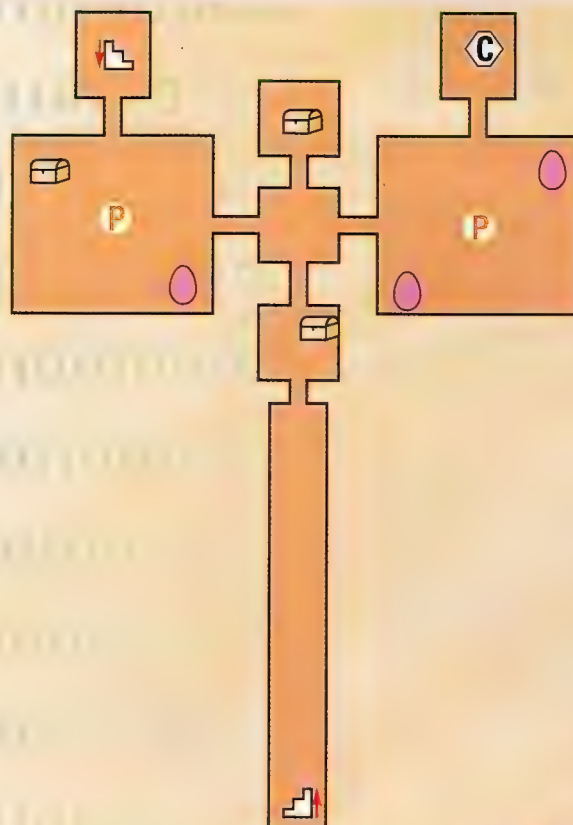
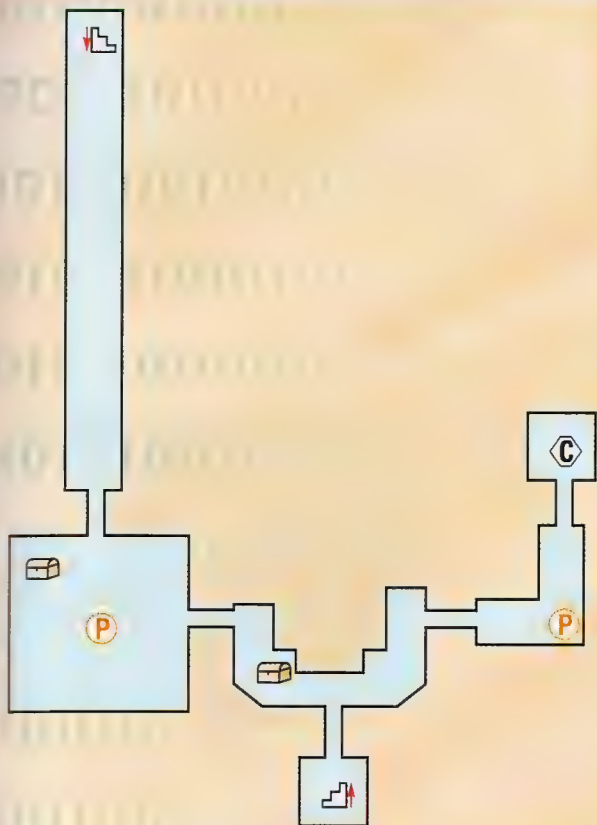


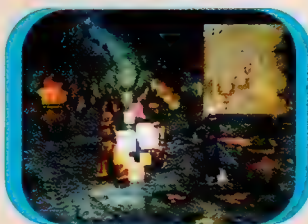
Head east out of the first large room. Follow the path around to the east and north, and at the first fork in the next large room take the northern exit to claim a **Virus Core H** from the storeroom. Return and take the western passage that you just passed up until reaching another branch. Skip the northern exit (unless you wish to



open all of the Dungeon's Portals) as it only holds a Portal. The western exit leads to a storeroom with a Symbol. Trigger that, then head back south from the branching to complete the loop. Head west from the original branch and follow the path and collect the treasure as you go. You soon reach the stairs leading down to the next level.

DUNGEON, B2, B3





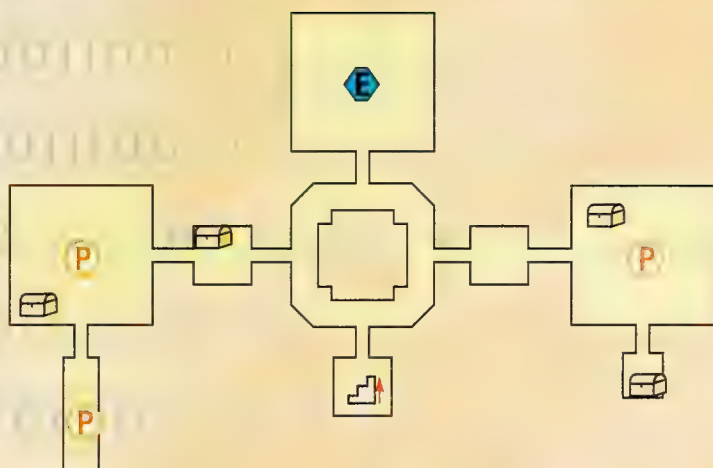
From the stairs, the exit to the east leads along a short path to the floor's Virus Crystal, this one holding **Virus Core G**. The western path is short and leads to the stairs to B3.



Once on this lower level, head north through a long hallway and to a branching of paths. The east leads through a large room with a Dungeon Portal and two **Eggs**, then to the last Virus Crystal of the Dungeon and **Virus Core I**. North from the branch is a storeroom with a chest, while west leads through another large room and Portal to the next set of stairs.

Watch out for the usual enemies and for the Earth Hsien that show up starting on the second floor. These are fast spell casters, which tend to stand back and cast their spells, slowing your progress. They are weak against physical attacks, so once you have any major threats out of the way, corner them and take them down, or cast any available Wood spells from afar.

DUNGEON, B4



Down on this final level head to the east first of all. This branch leads through a couple rooms and a Portal to the Dungeon's Gott Statue. Watch out when triggering the Portals! You may end up with the Rainbow Tail, a Wood monster much like the Aurora Feather. It has Wood spells to use in a wide area, but Earth abilities such as from Sanjuro's Tonosama Sword quickly wear it down. After triggering the Portal, continue on to the Statue, then return to take the western path if you wish to collect a **Golden Egg** at the end of the branch. Otherwise, skip this path and head north to trigger the end cutscene of the Dungeon.

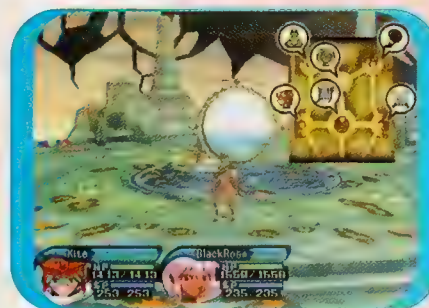


As the cutscene ends, the party warps out to the Root Town. As no new Mail or Board messages wait for you and Moonstone's area is still a bit high in level, it's on to the next fight you go as soon as you manage your items and prepare your next party for the assault.

REUNIONS AND PARTINGS

In the continued pursuit of the Cursed Wave, a party makeup much as in the previous area is called for. To keep from neglecting some characters, go ahead and switch out Sanjiro for BlackRose. Return to Σ Server to reorganize your party, take care of anything in town, then continue the chase.

Equip BlackRose's Smiling Blade if she has it, or another item with an Earth attack. Bring along a Darkness weapon for Kite, and another weapon with a Fire attack. Equip your Wavemaster with the Rod of Pattern once again. This weapon holds the spells that exploit all the enemies' weaknesses in this coming area. Everyone should have good healing in their headwear, plus there are two monsters in the coming area can be drained for the Rat Crest and Raven Crest. Additionally, bring plenty of healing items. Antidotes, Resurrects and Restoratives for everyone are good, and Kite should have the most. Kite should have headgear with a strong healing spell and Rip Maen, plus something with the status-healing spells as a backup. Plenty of Artisan's Souls to restore MP are a nice final touch to help keep everyone alive and functioning.



Σ: GRACEFUL, TEMPTING, FALLEN ANGEL

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN



AREA VITALS		MONSTERS		ITEMS	
BATTLE LEVEL:	76	FIELD:		AREA:	MONSTERS:
ELEMENT:	Wood	Alucard: Fire, Drill Idol: Thunder, Rainbow Tail: Wood		Artisan's Soul, Moon, Ocean The Fool, Forest Gloves, of Fear, Frost Summon Wood, Solleret, Wood Sprite	Black Axe, Brute's Axe, Dharma Wand, Jet Gloves, Rat Crest, Raven Crest, Storm Solleret, Thunder Beast, Twin Mizuchi, Vajra, Virus Core K, Virus Core L
GRUNTY FOOD:		DUNGEON:			
Mushroom, Invisible Egg, Golden Egg		Alucard: Fire, Demon Wyvern: Water, Drill Idol: Thunder, Lich Lord: Thunder			
ENVIRONMENT:	Leaf Mold				
WEATHER:	Cloudy				

The fights in this area's Field should be familiar. The Alucards with their resurrection abilities appear here. The Rainbow Tail is a new Wood monster but it is just an enhanced version of the Aurora Feather, and can be taken out with any of BlackRose's Earth attacks, or with spells from the War God Guard. If you need an item with Darkness spells for fighting the Drill Idols, drain the Rainbow Tail for a pair of Jet Gloves.

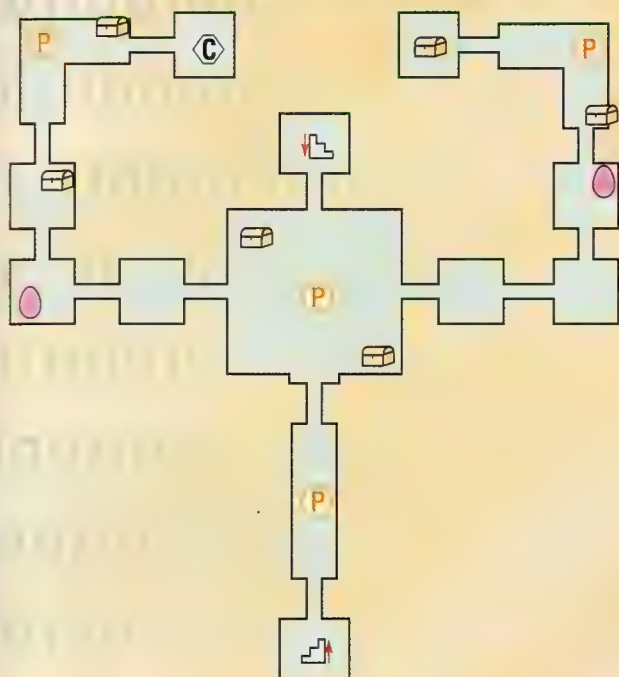


The Drill Idol is a tough solo foe. Set Wiseman to "First Aid" after he casts one or two Darkness spells. If BlackRose has a decent healing spell let her handle this function. Equip one of Kite's Darkness weapons and take the enemy down quickly with Elemental attacks.

Before heading into the Dungeon, stop by the Spring of Myst to the west of the entrance. Because this area is on a weaker server, the Grandpa found within cannot handle any of your high level equipment, but it is a good place to get a spare Gold and Silver Axe. Take a little time from the quest to collect a few Mushrooms, if they are needed for Grunty raising. When you're finished exploring the area, head into the Dungeon.



DUNGEON, B1

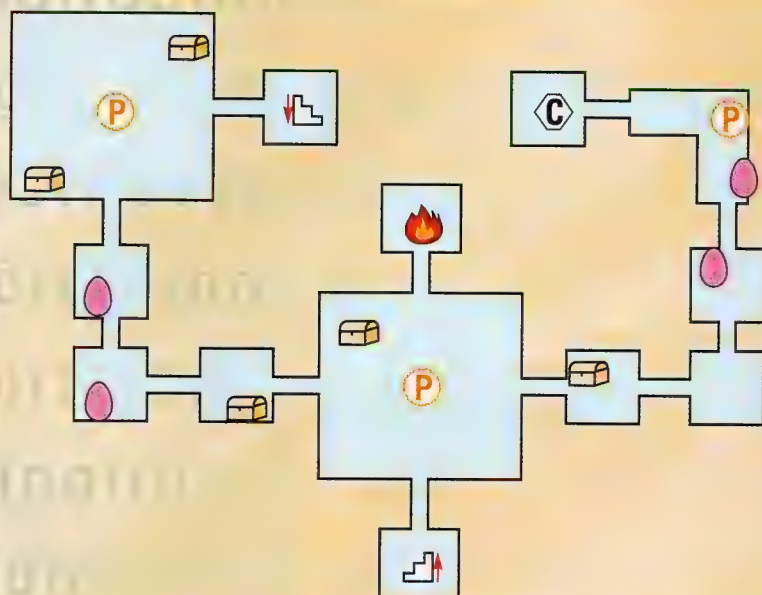


From the first large room there are three exits. Take each long branching path to the west, then east, as the northern exit leads directly to the stairs. There many items to collect along each branch, and the end of the western one holds a Virus Crystal with **Virus Core C**. The eastern path's end holds a treasure chest and a storeroom.

On this first level, the foes tend to be groups of Alucard and/or the new Demon Wyvern. Focus on the resurrecting Alucards first, then work on the new enemies. The Wyverns can poison Kite and his allies, so be ready with an Antidote when needed for this or the Alucard's paralysis. Blast them with Fire to bring them down quickly. If you must take the long route (no Fire), set Wiseman on "First Aid" to keep everyone healthy.

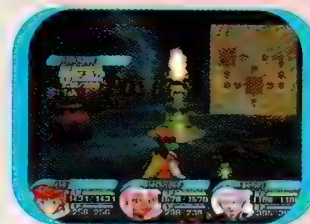


DUNGEON, B2

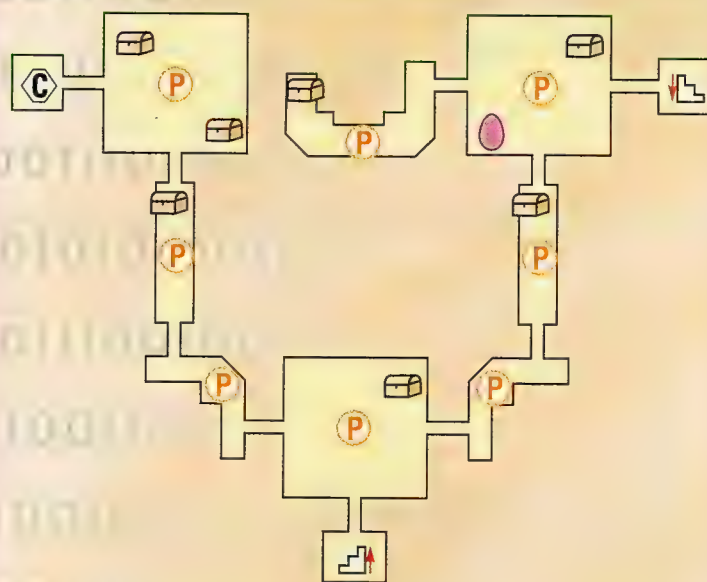
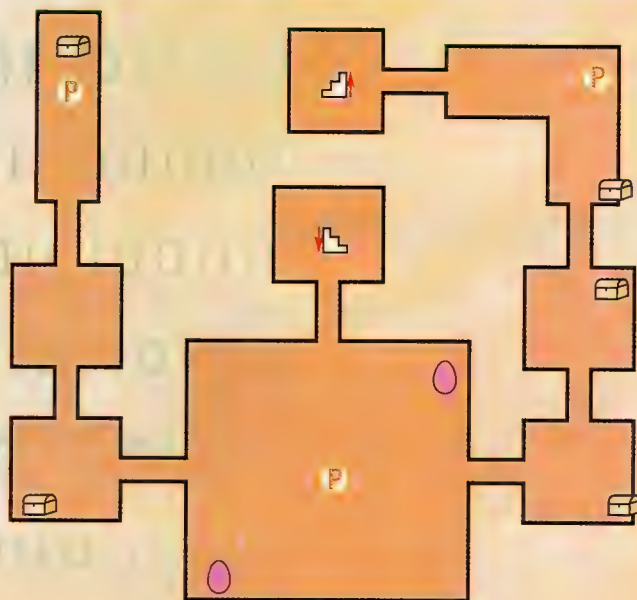


Once on level B2 you must be more careful, as the deadly Drill Idols reappear here. As you make your way around and through them, explore the first northern branch to activate a Symbol from a storeroom.

The long eastern path holds the Virus Crystal at the end, now with **Virus Core B**. The western path leads through various treasures to the staircase leading down to the third floor.

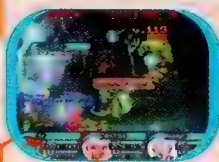


DUNGEON, B3, B4

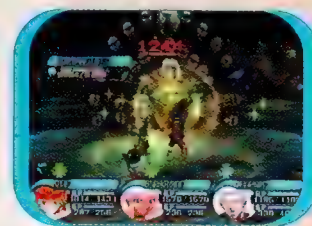


On the third floor, the layout is changed around slightly. The entrance room leads south and west into the large room. Head west and collect the treasure along the path and at the end of the short branch. Return to the large room and head north to take the down stairs.

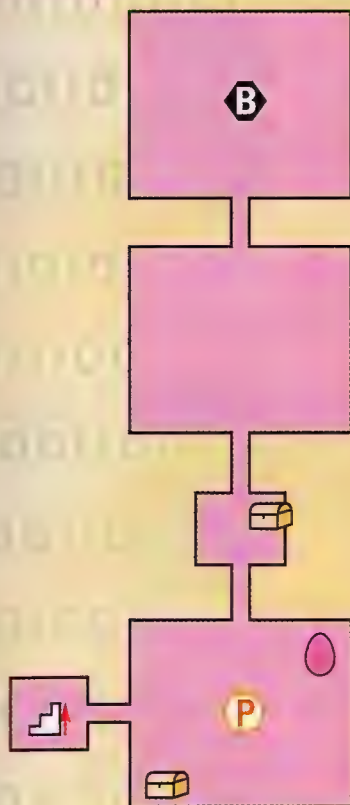
The fourth level's layout is a bit closer to those of the first two. From the first large room head west, and follow the path to the third Virus Crystal and **Virus Core A**. Return and follow the eastern path, turning west when the path branches to pick up a treasure chest. Take the final eastern exit to the stairs leading to the bottom level.



At these levels you must watch out for the Demon Wyverns and the Rainbow Tail, and the dangerous Lich Lords. Since these strong new versions of the Lich are magic resistant, set Wiseman to "First Aid." These monsters are Thunder element creatures, much like the Drill Idol. Set Kite's weapons appropriately and attack them physically with a Darkness attack skill. Watch out for Confusion, and remove it if Wiseman isn't able to. The Lich Lords and Demon Wyverns can appear together, so be ready to switch weapons and tactics to take down the Water-based foe after ridding yourself of the Lich Lords.



DUNGEON, B5



On this lowest floor of the Dungeon, trigger the final Dungeon Portal and collect a few bits of treasure on the way north to the large room. Use any Strengthening spells that Kite or his allies possess, and fully heal everyone. Hand out a few more Restoratives and Antidotes if your allies used them in the Dungeon, but keep the lion's share for Kite, then check the party's Resurrection supply. When everyone is set, head through the final doorway and into the toughest fight yet.



BOSS FIGHT: MACHA



Have Kite hang back and handle the healing, which also keeps one character away from the foe's nasty area attacks. As the fight begins, set everyone to "Skills," then have Kite keep his distance while watching allies' HP, MP, and Status. Attack Macha with a spell from Kite from time to time, but be ready to switch to healing at any moment.

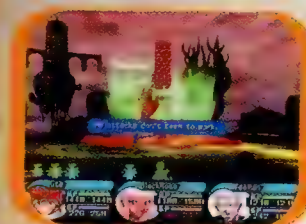
Macha can cast Ranki Lei to confuse one ally, not a big deal with a Restorative handy. Next on the list of "normal" attacks are powerful spells that Macha can cast. These skills aren't unique to this boss, but they're still damaging, wide-area abilities. Even a fully healed character can fall to a single use of this spell. Be ready to heal and revive anyone who falls, using items instead of spells if you need to do much before the next blow. Restore MP with Artisan's Souls when bringing allies back to life.

level	99	ppp	25,000
hp	infinite/6000	sap	999
element	N/A		
skills	Data Drain, PhaGan Zot, PhaRai, Don PhaRue Zot, PhaVak Don, Ranki Lei, Sprite of Love, Suspicious Seduction		
reward	Segment 3		



BOSS FIGHT: MACHA (CONTINUED)

After one of the more normal-but-damaging spells, Macha quickly follows up with one of her special attacks. Sprite of Love is an area attack that does a moderate amount of damage. If someone within the blast zone took spell damage previously and hasn't yet been healed, this attack most likely means their demise.



As the fight continues, a pattern forms. The foe casts Ranki Lei, pauses for a moment, then casts a strong spell. After a brief pause to allow Kite to use only two or three items or one skill, this is followed up by Sprite of Love. There is a longer pause in which to recover and attack, then the cycle begins anew. This goes on for some time, but after you've worn away at the enemy for multiple cycles she begins to add in a little variation.



At this point watch out for Macha's Data Drain ability. She uses this against only one character at a time, and may use it in the place of Ranki Lei or at any point in the "cycle." She drains away half of the character's HP, and inflicts him or her with a whole slew of status ailments. Immediately use a Restorative and Antidote to strip away these ailments and heal the party member to be ready for the next assault.



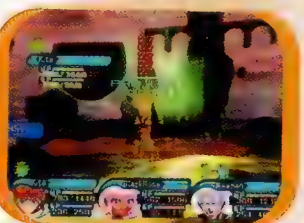
Around the time of the first Data Drain Macha begins to use another dangerous skill at varying times: Suspicious Seduction, which charms the entire party at once. This lasts long enough for your party to kill each other, leaving one member standing. Watch for the charm to wear off and immediately set the last party member (if it isn't Kite) to "First Aid" so that he or she can restore the rest to life. Move Kite away from the others as soon as he's on his feet, restoring his MP at the same time, then heal the other party members. Shortly after the party members' recovery from charm, Macha begins casting her next strong spell.



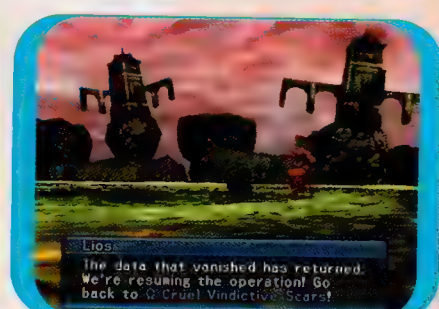
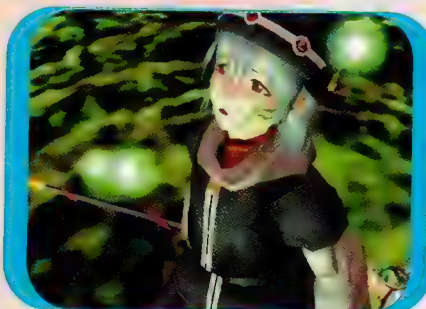
Once this second phase of battle with the deadlier skills begins, keep a close eye out for Macha's Protect Break. If you're standing too far away you may miss it. Keep Kite close enough to spot it as soon as it occurs, while still keeping him out of the danger zone. If you miss this chance, keep fighting for a while until it happens again. This Data Drain gives Kite the precious **Segment 3**, and reduces Macha to a weaker version of herself.



Macha's reduced form has a finite number of HP (6,000). She can still cast her both Ranki Lei and her powerful attack spells in this form, but she loses her more deadly special abilities. Continue to hold Kite back and restore everyone as needed.



Once the tough fight is over you're not quite done in the Dungeon. Sit back to watch another important cut-scene, at the end of which Lios' voice breaks in to inform Kite that the strange data has returned again. Store some of the treasure found during the last adventure before after returning to the Root Town.



RETURN TO THE CHASE

The next step in the chain is a return to an area previously visited. Ω Cruel Vindictive Scars is the area with the Conquerors and other nasty foes. This time you know from experience what to expect.

Because of one different fight in this area, it's a good idea to take a different party. Take along Moonstone, a second Twin Blade, and Nuke Usagimaru. Both walk the fine line between fighter and spellcaster, which is needed now. Some of the weapons they use work well against the Darkness-based Conquerors, so equip them with the Thunder Spear or Minerva, and the Dragon & Tiger. Equip strong healing abilities, and remember that draining a Rat Crest from the Alucards is an option. Hand out the usual restoration items, then head back into the area.

Ω: CRUEL, VINDICTIVE, SCARS

RECOMMENDED PARTY: KITE, MOONSTONE, NUKE USAGIMARU



AREA VITALS	
BATTLE LEVEL:	76
ELEMENT:	Fire
GRUNTY FOOD:	
Grunt Mints, Invisible Egg, Golden Egg	
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS
FIELD:
Alucard: Fire, Conqueror: Darkness, Wood Maiden: Wood
DUNGEON:
Alucard: Fire, Conqueror: Darkness, Earth Hsien: Earth, Jealous Cobra: Earth, Rainbow Tail: Wood

ITEMS	MONSTERS:
Blazing Spear, The Devil, Firedrake Bone, The Fool, Hachiyuu, Hellstorm, Imp's Leg Mail, Inferno Strike, The Lovers,	Mage's Soul, The Moon, Resurrect, Splatter Axe
Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L	

The Conquerors remain the biggest threat, but with so many Thunder Attack Skills available, they should go down quickly. Switch between Moonstone and Nuke Usagimaru for healing tasks and avoid draining either's SP. With the Conquerors taken out, the other foes shouldn't be too difficult, although continue to watch for the sleep and paralysis status effects.

Trigger a few of the Portals to get a feel for fighting the enemies with this different party. When you feel ready, head back into the Dungeon.



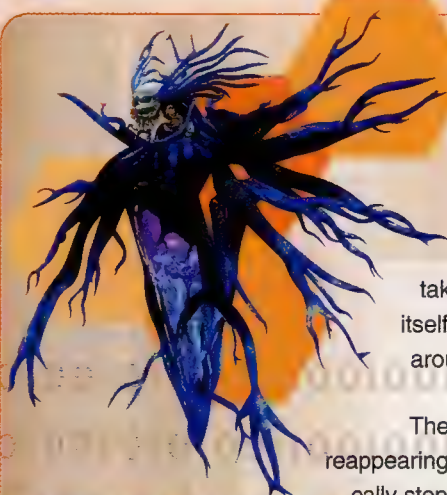
DUNGEON

The floors in the Dungeon remain the same as before, with only a few things to note. Chests, Eggs; and Dungeon Portals have returned, as has the Symbol that you should have activated on your last trip. Any previously plundered Virus Crystals and the Gott Statue remain empty this time around, unless you missed them the first time through. Head for the bottom floor after collecting any previously missed items.



After reaching the final floor and entering the northern room, note the black flame stretching across the doorway. Prepare your characters for a familiar (provided you've played the previous volumes) battle before heading inside.





BOSS FIGHT: CUBIA

l level	99	p pp	None
h hp	4000/5500/7000	s sp	999
e element	N/A		
s skills	Ark Bullet, Chaos Gehenna, Jihad, Legion's Reach, Megiddo Flame		
r reward	None		

The fight begins with a disc appearing on the floor, trapping Kite and the others within its confines. The entire battle takes place in this cramped space. The fight isn't against Cubia itself. Instead, a foe called the Cubia Core appears and floats around the disc, and it is this "monster" that you must battle.



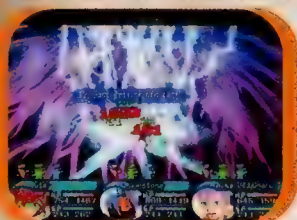
The fight consists of stages and waves, with the Cubia Core reappearing after the first two times that you destroy it. Within each of these stages, the combat periodically stops while Cubia attacks the party, and switches resistances. The Core begins as a creature resistant to Physical attacks, after the first "break" the Core becomes resistant to Magical attacks instead, then back after the second "break." This cycle continues throughout the battle, so keep an eye on the Core's tolerance.

For this first wave set the party to "Magic." Because this crew is not Wavemasters, you may have to set the party to "Magic" after every attack or else the fighters will pause between magic spells. For the Core, keep up a steady stream of magical spells. Don't be afraid to replenish SP with an Artisan's Soul. The spell OrGan Don is a good balance between heavy, quick damage and reserving a few SP. You shouldn't have to heal much, but use a quick Phal Repth to heal everyone back to full if it becomes necessary.



For this first wave, the Core has a total of 4000 HP, and the attack "waves" happen each time its HP drops down around 1200. Cubia attacks the entire party with one of its own skills. After the first such attack, set your party to "Attack," and heal everyone. Because your party members are geared more toward dealing quick physical damage, this stage goes by quickly before the next breaking point, so don't delay in healing! After the next 1200 HP threshold and Cubia attacks again, strike with Magical attacks. Cubia may break in and attack if you take too long with any one form, so keep up a steady flow of attacks; it's good to know just when to expect the next wave.

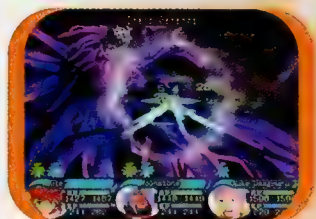
The attacks aren't immediately fatal unless you've neglected healing. Legion's Reach consists of Cubia's "hand" reaching down to damage the entire party for around 400 HP each time. Cast Phal Repth if anyone's in danger, and remember that it's much better to be safe than sorry.



Jihad is an attack with a storm of lightning, each strike doing a small amount of damage, but with the various strikes adding up for a total equivalent to Legion's Reach. Ark Bullet and Megiddo Flame show up later in the fight, and are similar to Jihad in that they consist of multiple attacks for a smaller and equivalent amount of damage.

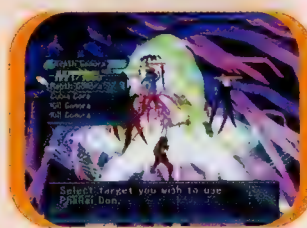


Chaos Gehenna, the most dangerous attack, shows up at the end of the fight. It also uses multiple strikes, but they vary in how much damage they deal. It isn't enough to wipe out your party on its own, but if you've taken damage from previous attacks without healing up, you could be in trouble.



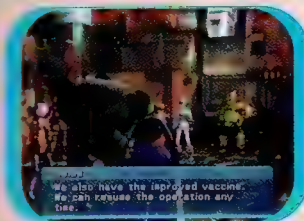
BOSS FIGHT: CUBIA (CONTINUED)

Cubia Core's second stage has a total of 5500 HP, and 7000 for the third. The attacks from Cubia between waves aren't all that you need to worry about. As Cubia Core appears in each wave, it summons forth the Gomora. Kill Gomora attacks and damages the party while Repth Gomora heals the Core, and is the main reason that you must keep up constant attacks during the Physical Tolerance phase. Varias Gomora may appear and inflict status anomalies onto your party. Taking the time to kill the Gomoras is too much of a diversion, so try to overpower their effects with your own attacks. If this isn't working, take out the Repth Gomoras before switching back to attacking the Cubia Core.



Once you defeat the third stage, Cubia himself has been damaged badly and must make a hasty retreat.

With Cubia gone, the Wave resumes movement and Lios can no longer track it, so there's nothing left but to return to the Root Town to see what comes next. Kite and his friends warp out automatically after the battle, and you only need to sit back and watch what unfolds.



Kite and his fighting team are to head back once more to the bottom of Ω: Cruel Vindictive Scars, a Dungeon that may start to feel like a second home. BlackRose has nominated herself as part of the assault team, so take care of unfinished business in town, choose a third member, and head back to the Dungeon to see what happens there this time.



At this point if you log out long enough to check the Board and the News there are a few new messages and events, but nothing major that's game-related as of yet. Read them at your leisure, and move on to the next phase.

THIRD TIME'S THE CHARM

Because of her balanced magical and physical abilities, Gardenia makes a good third. Equip Gardenia with the Thunder Spear or Minerva, and use BlackRose's Honeyflower or another Wood weapon. Replenish your stores of Antidotes, Restoratives, and Resurrects as well as HP and MP replenishing potions. Ensure that everyone has high-level healing spells.

Ω: CRUEL, VINDICTIVE, SCARS

RECOMMENDED PARTY: KITE, BLACKROSE, GARDENIA



AREA VITALS	
BATTLE LEVEL:	76
ELEMENT:	Fire
GRUNTY FOOD:	
Grunt Mints, Invisible Egg, Golden Egg	
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS	
FIELD:	
Alucard: Fire, Conqueror: Darkness, Wood Maiden: Wood	
DUNGEON:	
Alucard: Fire, Conqueror: Darkness, Earth Hsien: Earth, Jealous Cobra: Earth, Rainbow Tail: Wood	

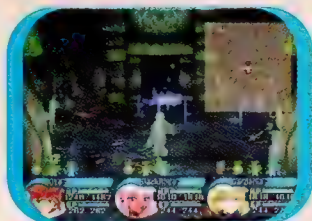
ITEMS	
AREA:	
Blazing Spear, Mage's Soul, The Devil, The Moon, Firedrake Bone, Resurrect, The Fool, Splatter Axe, Hachiyou, Hellstorm, Imp's Leg Mail, Inferno Strike, The Lovers,	
MONSTERS:	
Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L	

You may wish to practice with the new group on a few Field Portals before heading into the Dungeon. On a third trip through the Dungeon, there's not really much more reason to delay entry.

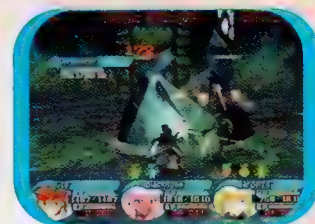


DUNGEON, B1, B2, B3, B4

The story this time around is the same as with the last trip. Symbols, Portals, chests and the like have reappeared, but the Gott Statue and plundered Virus Crystals remain empty. Head straight toward the fourth level to face what waits below. Don't be in such a rush that you become careless in the battles faced on your way through.

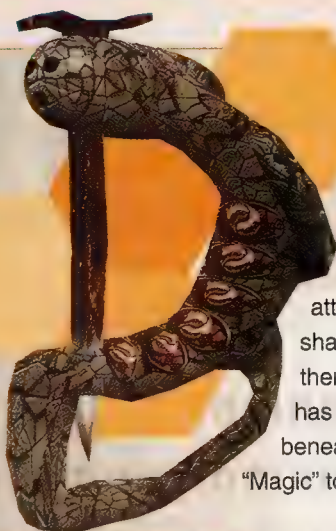


On the bottom floor, the violet flame marking a special event stretches across the doorway leading out of the room with the staircase. Prepare at the bottom of the stairs by healing anyone who needs it and casting any Strengthening spells available.



BOSS FIGHT: TARVOS

level	99	pp	25,000
hp	Infinite/7000	sp	999
element	N/A		
skills	Cursed Death Play, Data Drain, Dek Do, Malice Light, Mumyn Lei, PhAni Zot		
reward	Virus Core Z		



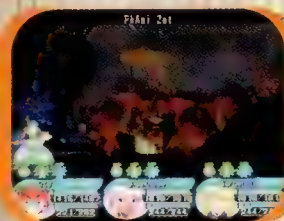
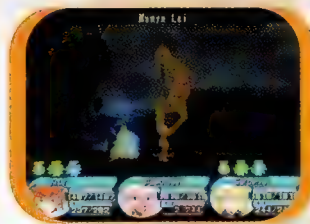
This battle is another one with an enemy being tolerant of one attack type, then switching. Every so often the strange worm-shaped foe begins to seep ichor from the three holes in its "head," then burrows beneath the ground. When the monster comes up, it has changed from one type to the next. Whenever it does disappear beneath the ground take the time to switch your party between "Magic" to "Attack."



When the fight begins, Tarvos is resistant to Physical attacks, so set the party to Magic, and repeat the command as needed to keep everyone casting. Kite should hang back to cast his own spells, and to tend to the wounds and ailments of the others.

One of these ailments comes from Dek Do, a spell that the foe casts against one party member at a time. This slows down the movements of the afflicted character, so remove it as soon as possible.

The same holds true for Tarvos' Mumyn Lei ability which places one character under the effects of sleep. Remove it with a Restorative rather than an Antidote.



PhAni Zot is another magical type of attack. "Fingers" of earth rise up to curl in and pound one character, dealing around 2000 HP in damage. Be prepared to cast revival spells and have multiple Resurrect items ready. Switch allies to "First Aid" temporarily in the event that it is Kite that is targeted by the spell. Because this PhAni Zot effect does cover a small area, characters who are close to the target may take a good deal of damage as well.

BOSS FIGHT: TARVOS (CONTINUED)

Tarvos also has normal attacks from the beginning of the fight. In one, he targets one character for a string of small-damage attacks, dealing over a thousand HP of damage in total. Tarvos can also raise his body into the air and slam it back down, sending out a shockwave to deal around 400-600 HP in damage. This attack is preceded by a strange blue afterimage effect stretching out behind Tarvos' motion.



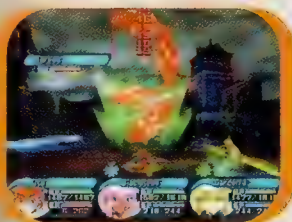
The worst of Tarvos' attacks in this early part of the combat is Malice Light. Multiple lights slam into the earth, damaging every character on the field. This attack can deal between 700 and 1000 HP damage to each character. Act quickly when healing or reviving as all of Tarvos' attacks follow quickly after each other.

After four or five "cycles" between the Magic and Physical tolerances, Tarvos takes enough damage to enter into the second "stage" of attacks. He begins to use new abilities that you must watch out for, in addition to those from the previous stage. His Data Drain drains half of a character's HP and inflicts a large number of status ailments.



With Cursed Death Play, Tarvos summons an image of the character from the pool of ichor below it, then skewers that image with its sword. The image becomes the character, who takes 9999 points of damage.

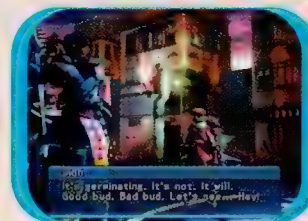
During the second stage, watch for Tarvos to enter Protect Break. This requires more "cycles" of Physical and Magical attacks, but keep your eyes open at all times for an opening. Once the opportunity presents itself, drain the **Virus Core Z** from the worm-shaped foe.



After being Data Drained, Tarvos still has his two normal physical attacks, his ability to inflict status ailments, and the more deadly PhAni Zot and Malice Lights attacks. However, with only 7000 HP and no special resistances he won't have the chance to use them for long. Set your party to "Skills" to mop up his remaining HP and use Kite to keep everyone healed.

As your party warps automatically back to Lia Fail watch the reactions of the various Net Slum inhabitants gathered to greet Kite's return.

Take care of anything left in town, and watch for the New Mail icon. Log out when you get the chance, and watch for a new Board message if you've fought and defeated this volume's first two Goblin Tag matches. If this is the case, check the Board for the following message:



Author: Zyan X
Message: Last one gob

Thread: New Let's Play Tag

001100110011010100101010011001001

Too bad gob. No matter who wins, it's the last one gob. Though thought last one was the last one gob. Well, good luck to both gob. Be waiting at: 01 Detestable Elusive Scent gob!

Bring a party, gob.

Aside from the goblin's challenge there are a few other Board messages. There is another interesting thread about the former group known as the Crimson Knights. This thread culminates in an intriguing message:



Author: Mozzarella
Message: RE: Crimson Knights

Thread: Crimson Knights

001100110011010100101010011001001

I wonder if Lady Subaru is still accessing.

So, Lady Subaru, if you've looked at this post, please come to:

Ω Obedient Someone's Knights

The keyword is automatically added to your list.

Now continue on to your Desktop and read the note from BlackRose saying to check the Board, as well as a still-garbled message from Aura. There are also a few emails from various characters giving more Keywords for you to explore at the first opportunity:



Author: Tartarga
Subject: Harald

001100110011010100101010011001001

I don't remember when, but I talked with a wandering AI named Harald. After talking his share, "Where is the Sanctuary?" I didn't know what he was talking about, but he was persistent so I told him, "You know about it the best." Then, he was content and left mumbling, "That is true. I think it was in Δ Reincarnated-Purgatorial Altar."

Maybe you should check it out.



Author: Marlo
Subject: Got time?

001100110011010100101010011001001

Accompany me to:

Ω Collapsed Traveler's Fort.

That's all.



Author: Rachel
Subject: Rescue Service

001100110011010100101010011001001

From now on, we can't be wasting time trading items here and there.

The hero's gotta rush into them dungeons and rescue players. That's what's gotta happen, see?

Doncha think this is a dream job? Getting paid to be loved by everyone and all...

When I placed an ad over the BBS, I immediately got a call.

The client's supposed to be at Σ Nameless Pseudo Sea of Sand.

There's probably a bunch of powerful monsters, so I'd better get going!

Reply to the emails that allow a reply, then return to the Board. Along with Rachel's aforementioned Rescue Service announcement (with Kite listed as an employee, no less), pay close attention to the thread titled To the One Who Plays The Flute. It contains messages from the Net Slum residents, each giving a new Keyword of its own:



Author: Jinn
Message: Location of seeds

Thread: To the One Who Plays the Flute

001100110011010100101010011001001

If you're looking for the seeds to open the gate, go to Ω Splended Emerald Nobleman.

Author: Sconk
Message: Just a Little
Thread: To the One Who Plays the Flute
001100110011010100101010011001001

Saw Data Bug at Ω Dreaming Moonlit Gravestone.

Author: Culhwch
Message: No Subject
Thread: To the One Who Plays the Flute
001100110011010100101010011001001

Pig run to Ω Muted Starving Dry Seal

Author: Dorin
Message: Thing that might be there
Thread: To the One Who Plays the Flute
001100110011010100101010011001001

Had a dream about being attacked by a Data Bug at Ω Rattling Countless Sacrifice.

The Keywords are automatically added to your Word List as you read the messages, giving you a whole slew of areas to explore. While you've been fairly restricted in your choices up until this point, things certainly have opened up now!

RESCUE COURIERS

With so many new areas waiting for you it may seem difficult to pick one to visit. First you might want to take care of the next Goblin Tag challenge (in the Side Quests section), but as far as the main areas go, take a break from Ω Server and investigate the area where Rachel received a rescue request.

For this trip one of your party members has already been chosen for you, the Blademaster Rachel. It's been a while since you've taken Terajima Ryoko along with you on a journey, so go ahead and invite her as your third. Kite should wield his Dragon & Tiger blades. Rachel should wield her Fire & Sky blade if she has one. Ryoko should equip the Vortex Axe or another weapon with good Thunder attacks. At least one character should have a weapon with a physical Water attack at hand. There is a Blademaster weapon that you can Drain from a monster in this area, but don't rely on finding it in time. Keep Kite's familiar War God Guard equipped, and give something allowing the casting of Lightning spells to your allies. Take along the usual assortment of restorative items, including a handful of Artisan's Souls.

Σ : NAMELESS, PSEUDO, SEA OF SAND RECOMMENDED PARTY: KITE, RACHEL, TERAJIMA RYOKO



AREA VITALS	
BATTLE LEVEL:	80
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable, Golden Egg
ENVIRONMENT:	Grassland
WEATHER:	Sunny

MONSTERS	
FIELD:	Dark Asteroid: Darkness, Dark Starfish: Water, Pumpkin Head: Darkness
DUNGEON:	Dark Asteroid: Darkness, Dark Starfish: Water, Death Glare: Fire, Neptune Medusa: Earth, Pumpkin Head: Darkness

ITEMS	
AREA:	Aqua Hands, Artisan's Souls, The Fool, Frost Solleret, Gaia's Spell, Ice Leg Mail, Kikoku, The Lovers, The Moon, Ocean Gloves, Sea
MONSTERS:	Greaves, Stone Storm, Summon Earth, Gott Statue Items, Airy Robes, Artisan's Soul, Silver Scarab
	Alert Greaves, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Guard Solleret, Kiki & Lala, Magus Robes, Night Ape Hood, Raven Crest, Shichiyoun, Virus Core K, Virus Core L

The first of the new field monsters is fairly simple. The Dark Starfish is a tougher cousin to the other starfish-shaped monsters already fought. Its main threat is its paralysis ability, plus it casts large-area water spells. Use Kite and Rachel's Fire attacks to destroy it. Set Terajima Ryoko to "First Aid" if you don't want to break off Kite's attacks to heal, but don't allow the healer to become paralyzed. Data Drain at least one of the tough Blademaster Shichiyoun weapons for Rachel when you have the chance.



The Dark Asteroid is a tougher customer, but not deadly to your whole party. His nastiest attack is PhAni Zot, which can do nasty damage in a small area. Even if one party member gets knocked out, you should have enough time to revive them before the slow-moving monster gets in a follow-up attack. Set Rachel to "First Aid," even though it's not really her forte, and attack with Kite and Terajima Ryoko's Lightning attacks. Watch out for the Asteroid's ability to put one party member at a time to sleep. This foe holds a key Drain item, the Dragon & Tiger weapon.

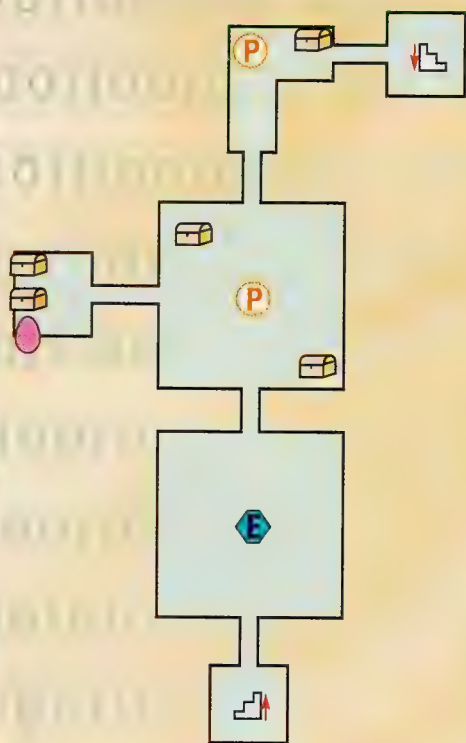


Pumpkin Head, the third Field monster, is the only one that shows up in groups. It is a Darkness monster and resistant to Physical attacks. When these monsters appear, set your party to "Magic," and one of the other two characters to "First Aid." Take up any slack with Kite if needed, then begin casting PhaRai Don. This eats up SP like candy, but it's strong enough to punch through these enemies quickly. These foes cast Darkness spells, and attack with multiple strikes, any one of which can get the "Death" effect for critical damage. Watch everyone's HP, and heal and revive as needed.

As these foes are probably a bit higher-level than your party for the moment, stay in the Field to gain some experience and levels, while collecting Root Vegetables in the process.



DUNGEON, B1



Once you've had enough of the Field and head into the Dungeon, Rachel tells you the name of her client. This character is easy enough to find, as he is standing at the far end of the first room beyond the entry.



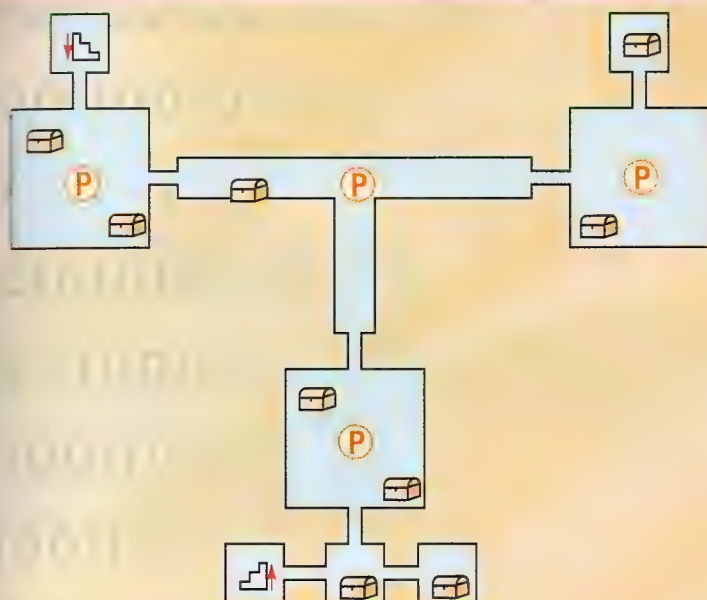
The first floor of the Dungeon isn't very large, or difficult. After heading through the next northern exit, take the west doorway to search a storeroom for a few items and a **Golden Egg**. Return to the large room off of the storeroom and head north, following the hallway to the stairs leading downward.



Neptune Medusa, an Earth creature, is much like the Jealous Cobra. Even without an element-based attack, it can't take much damage before falling, but watch out for its Charm ability. More dangerous are the Pumpkin Heads and Dark Asteroids, which also dwell here. The Pumpkin Heads sometimes appear in groups with the Medusa.



DUNGEON, B2

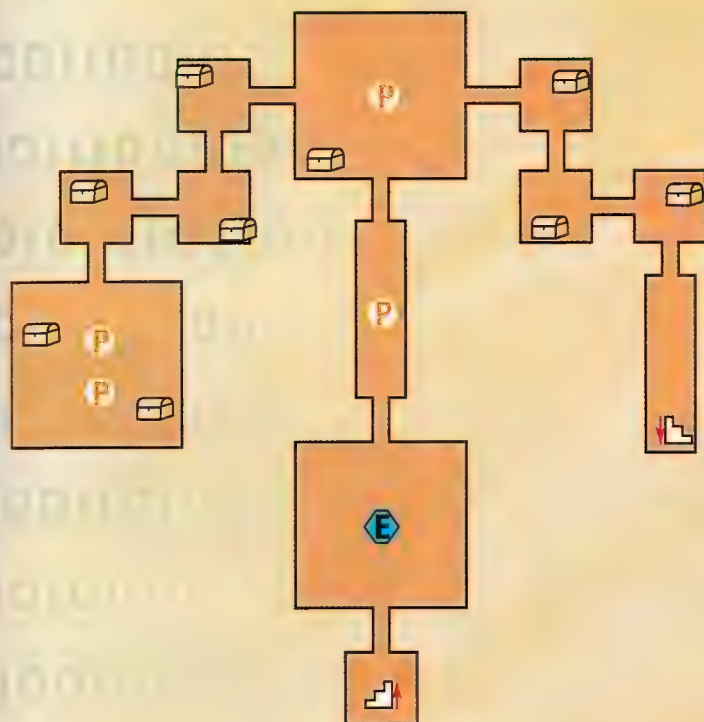


On the second level, head down the short way east to collect more items from another storeroom, then return to the branching path and head north. At the next branch, head east and follow the path to loot another storeroom before taking the final west path to the stairs.

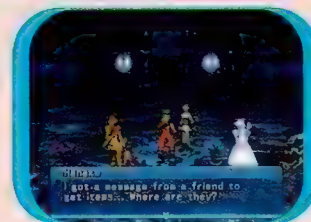
You may start to encounter a new foe, the Death Glare. This enemy likes to charm your allies, forcing you to burn through Restoratives. The Glare backs that up with strong magical attacks and less worrisome physical attacks. The magic can wipe out your entire party if you don't keep everyone healed. As this foe is resistant to Magical attacks, equip Rachel wield the Shichiyou as soon as you reach the second floor. If Terajima Ryoko has a Water-based attack, wield that weapon. Have Kite heal, but set Ryoko to "First Aid" if she doesn't have a Water attack.



DUNGEON, B3

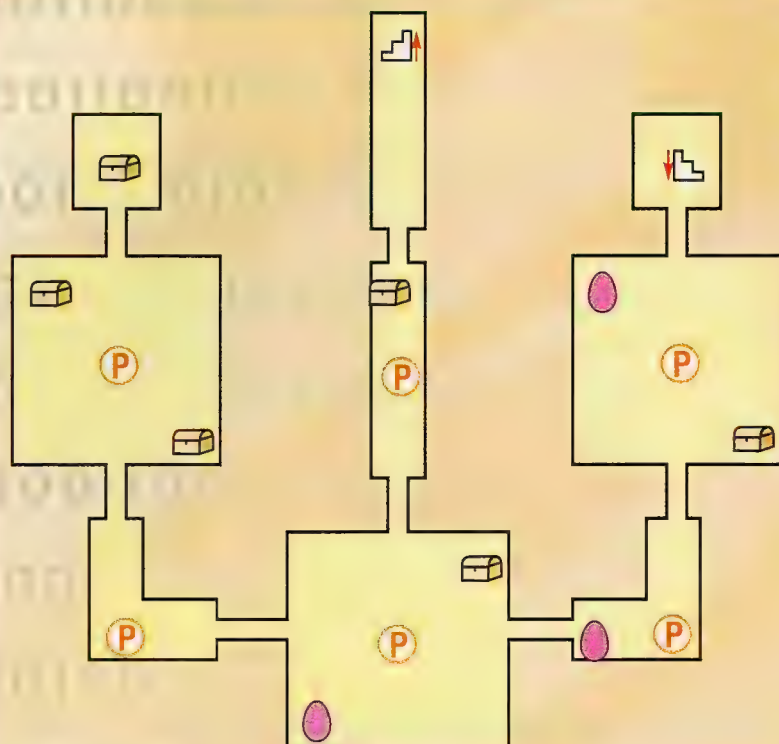


In the first room past the stairs, another figure stands stranded, speaking about a message from a friend to get items. For the moment there's nothing that you can do here, so pass on through to the north and continue to the bottom of the Dungeon.



As the path branches, take the western exit and follow it, collecting treasure along the way. At the end of the path, two Portals wait in the room, and you can find yourself in trouble if you're not careful. Enter only far enough only to trigger one at a time, although it can be tricky in battle. If you're not set on triggering every Dungeon Portal for this area, this is a good room to skip entirely.

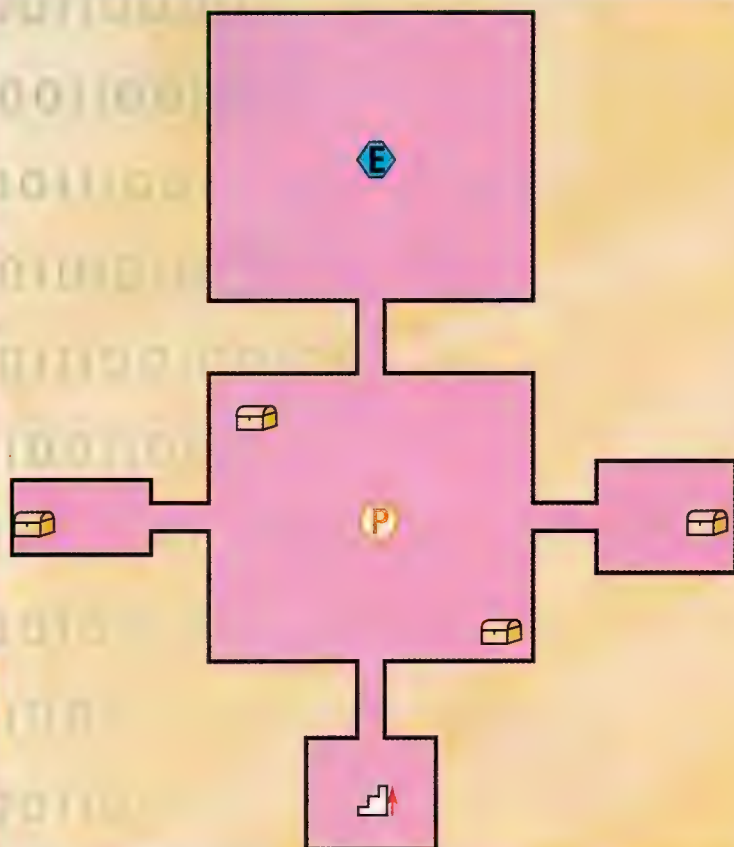
DUNGEON, B4



The Dark Starfish begin to appear again, just as on the Field. Even with Rachel wielding Water weapons, the Starfish shouldn't present much of a problem. Follow the hallways south, then take the western branch of the Dungeon to loot the storeroom at the end and any treasure along the way. Return to the branch, then go east. At the end of this pathway are the stairs leading down to the final floor.



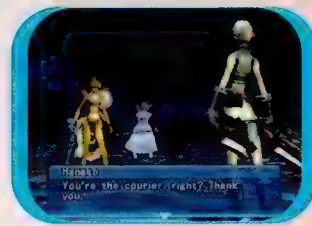
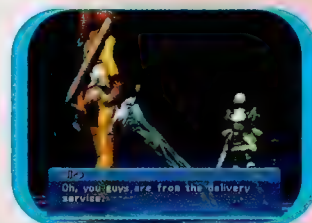
DUNGEON, B5



At the bottom of the Dungeon only one Dungeon Portal remains to be triggered. Take care of it, then head east to loot a storeroom, and west to take the treasure from the Gott Statue. Once you've done that, head north from the large room to find the object of your search.

Jiro gets his way as much from just bulldozing through Rachel's objections as anything else, and the group is left to return to Henako back on the 3rd floor to deliver the items.

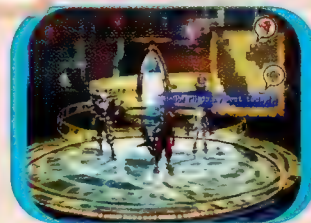
The way back to the other character is clear, so it's only a matter of retracing your steps. Henako stands within the center of the room and takes the items from Rachel, giving Kite and Rachel a cash reward of **5000 GP** each. Back at Fort Ouph, store or sell extra items, replenish your stocks of restorative items, and get ready for the next zone.



MARLO'S LOOT

Call Marlo next and help him to meet his goals, whatever they may be. Return to Ω Server and add the Blademaster to your party, with Natsume as a second Twin Blade for a balance of attack and magic power.

Many of the monsters in this area are the same as those in the area just explored with Rachel, so prepare in the same way. Marlo should wield a weapon with strong Water attack skills. It's possible to Drain one in this Field, but don't leave it to chance. The War God Guard (or another item with Thunder and/or Earth spells) comes in handy for Kite and for any others who might have it. Natsume and, if possible, Marlo should have Darkness equipment in reserve, and take something with a Darkness spell on it for Kite as well. Stock up on healing equipment and items before venturing through the Gate.



OVERSTOCK

Keep your inventory as clear as possible as there are a large number of valuable items found at the end of the Dungeon.

Ω : COLLAPSED, TRAVELER'S, FORT

RECOMMENDED PARTY: KITE, MARLO, NATSUME



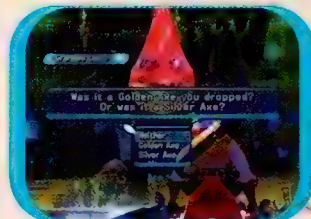
AREA VITALS	
BATTLE LEVEL:	79
ELEMENT:	Wood
GRUNTY FOOD:	
Mandragora, Immature Egg	
ENVIRONMENT:	Grasslands
WEATHER:	Cloudy

MONSTERS	
FIELD:	
Alucard: Fire, Dark Starfish:	
Water, Death Glare: Fire	
DUNGEON:	
Dark Asteroid: Darkness,	
Dark Starfish: Water, Death	
Glare: Fire, Drygon: Thunder,	
Pumpkin Head: Darkness,	
Rainbow Tail: Wood	

ITEMS	
AREA:	
Artisan Axe, Fire Lion	
Hood, The Fool, Forest of	
Fear, The Hanged Man,	
Ice Leg Mail, Jungle	
Rage, Resurrect, Summon	
Wood, Wolf Crest	
Gott Statue Items	
Angel Chain, Ruby	
Brooch, Scarlet Plate	
MONSTERS:	
Black Axe, Dharma Wand,	
Dragon & Tiger, Ebony Hauberk,	
Guardian Blade, Jet Gloves, Kiki	
& Lala, Killer Hauberk, Magus	
Robes, Night Ape Hood, Rat	
Crest, Raven Crest, Shichiyou,	
Twin Mizuchi, Virus Core K,	
Virus Core L	

This Field has one of the Springs of Myst, this one to the northwest of the starting position. Make your way there, through the one Portal in between, and use this Spring to increase the level of one weapon. Rather create a more useful weapon for Natsume, or gain a strong new weapon for Kite.

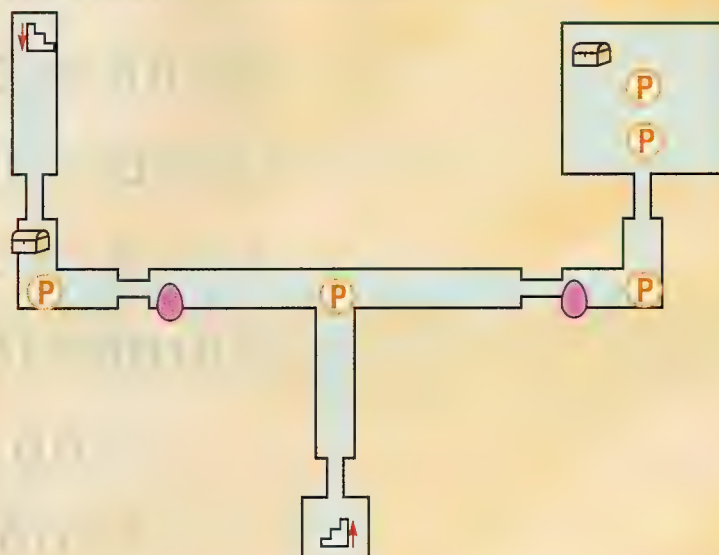
All three of the monsters on this Field are familiar, but that's not necessarily a good thing. The Dark Starfish shouldn't cause many problems. The Death Glare from the last area returns here, this time on the Field, and it isn't any less nasty. Groups of Alucards round out the roster. Have Water skills ready for most foes and Fire attacks for the Starfish. Switch between party members for healing, leaving those with the proper elements for each foe to do the main attacking.



While wandering around, triggering Portals and checking the Spring of Myst, collect a few Mandragoras. Check the small pointed landscape items as Mandragoras collect around the bases of those. When you've had your fill of exploration, head for the Dungeon entrance.

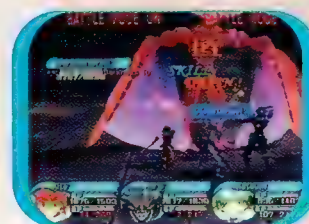


DUNGEON, B1

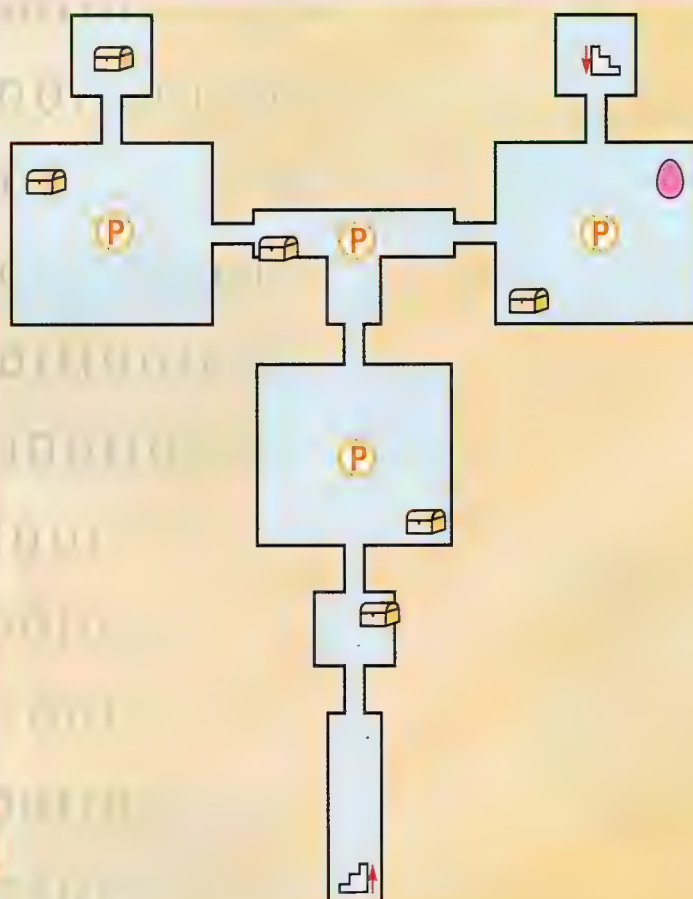


At the first branch, go east to collect an **Immature Egg** from just after the split in the path. If you wish to trigger every Dungeon Portal, continue on to the next large room where two Portals wait in the same room with a Treasure Chest. Otherwise, this is a good place to skip past and head the other way. The western branch leads through an angled hallway and to the down stairs.

The monsters on this level are those from the Field, with the addition of the Dark Asteroid. Be ready with Water, Fire, and Thunder attacks, and heal as needed.



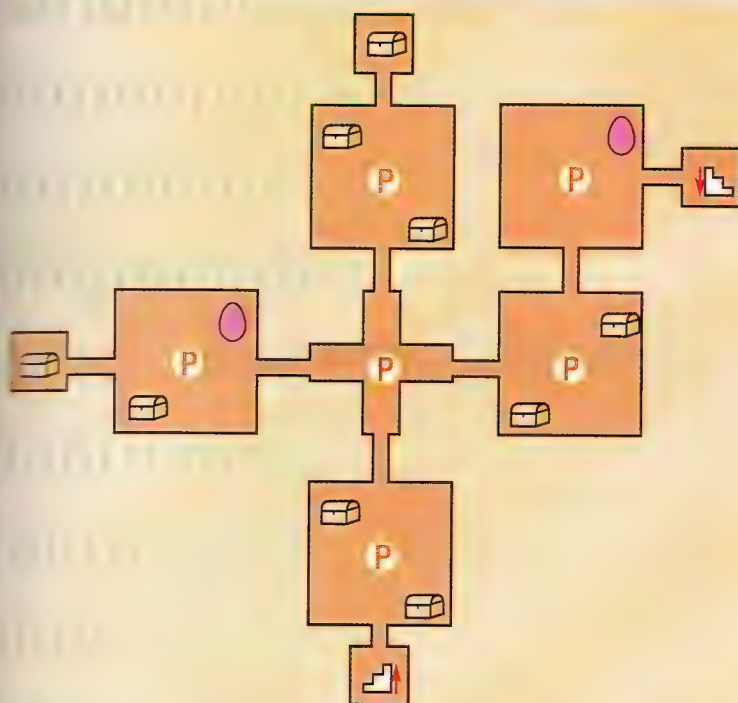
DUNGEON, B2



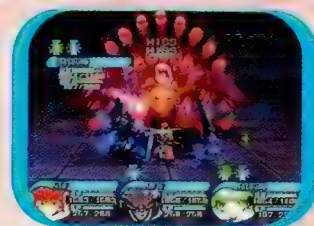
Watch out for the Physical attack resistant Pumpkin Heads appearing alongside other foes. Have Thunder spells handy, and set your party to "Magic" to fight them. Head north to the first split in the path, then follow the western branch to collect items and reach a storeroom. Heading east next leads to the stairs to the third floor.



DUNGEON, B3



The third level of the Dungeon is a bit more spread out than the other floors, with Portals sprinkled throughout. Luckily, there are no more rooms with two Portals. Rainbow Tail, a monster faced before, may start to appear. As you fight it remember that you may be able to drain the Jet Gloves from it that you can use against a monster you may find on the bottom floor.



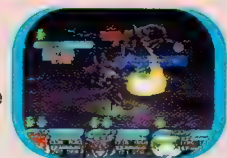
At the crossroads of hallways, take the west and north passageways through a large room and into a storeroom for each direction. The eastern branch leads to a large room, then to another, and finally to the stairs to B4.



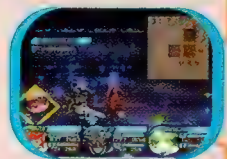
DUNGEON, B4



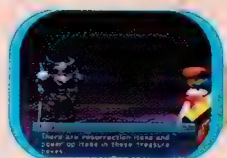
The Drygon, a huge Thunder-based monster, appears on this level. It breathes out strong lightning in a wide swath across its front arc, and casts wide-range Thunder spells. Keep Kite out of the way to heal and set the others to "Skills." Use the Darkness element against this foe, and have Natsume wield one of the Darkness-based Twin Bladeweapons.



From the first small room, take the eastern exit to loot another storeroom. Return to the small room and take the northern exit, which leads to a large room with three new exits. Before heading north, go east to the Gott Statue. The western exit holds two Dungeon Portals. If you're skipping Portals, this is a good time to continue that, despite the **Immature Egg** found there.



Through the northern exit you find the goal that Marlo was seeking, a room filled with eleven treasure chests. Trade any extra items that you don't have room for to your friends and begin looting. Within this room are a **Healing Elixir**, an **Emperor's Soul**, a **Noble Wine**, two **Resurrects**, and one each of **Darklore**, **Stormlore**, **Earthlore**, **Sealore**, **Firelore**, and **Forestlore**.



Once you're done looting, you actually don't warp out automatically for a change. It's up to you to retrace your steps through the Dungeon or use a Sprite Ocarina. As long as you've already looted the Gott Statue you're done, so head out.



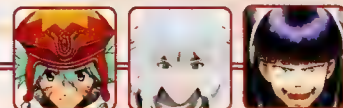
LADY LOST

There is another area left to tackle before trying out the areas shared by the Net Slum inhabitants: the area mentioned on the Board by those looking for Lady Subaru. This is a good area to tackle next, so invite along Balmung and Piros for this trip.

This area is much like the previous two, so you know what to expect. Send Balmung out with the same Water-based equipment given the other Blademasters and take the usual Thunder spells. A weapon with Earth for Piros could be useful, but is not necessary. Kite should wield a weapon with Darkness attack skills.

Ω: OBEDIENT, SOMEONE'S, KNIGHTS

RECOMMENDED PARTY: KITE, BALMUNG, PIROS



AREA VITALS	
BATTLE LEVEL:	80
ELEMENT:	Fire
GRUNTY FOOD:	
Twilight Onion, Bear Cat Egg, Golden Egg	
ENVIRONMENT:	Scorching
WEATHER:	Cloudy

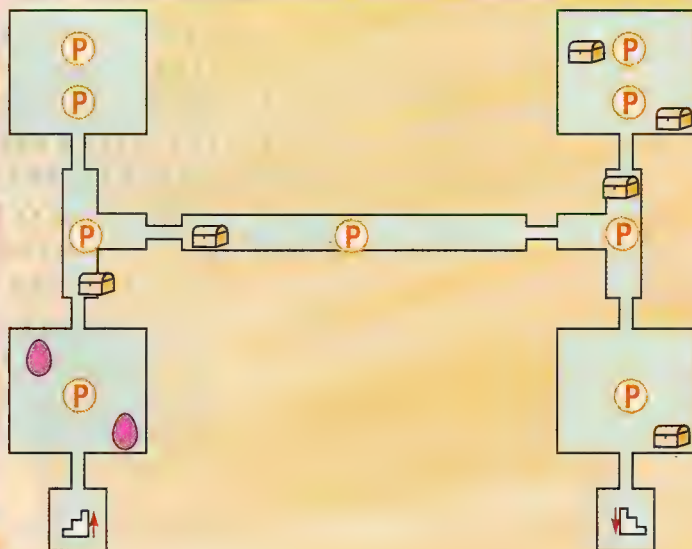
MONSTERS	
FIELD:	
Death Glare: Fire, Pumpkin Head: Darkness, Rainbow Tail: Earth	
DUNGEON:	
Dark Asteroid: Darkness, Death Glare: Fire, Lich Lord: Thunder, Pumpkin Head: Darkness	

ITEMS	
AREA:	
Briny Guard, The Fool, Frost Hauberk, Hellstorm, Inferno Strike, The Lovers, The Moon, Summon Fire, Water Beast	
Gott Statue Items	
Lone Leg Mail, Ruby Brooch, Ivory Barette	
MONSTERS:	
Black Axe, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Jet Gloves, Kiki & Lala, Magus Robes, Raven Crest, Virus Core K, Virus Core L	

The three monsters on this Field are all foes fought multiple times: Rainbow Tail, Pumpkin Head, and Death Glare. While dealing with the Portals, stop and collect Twilight Onions if you need Grunty Food. Fight for some experience, collect Grunty Food and trigger a few Symbols, then head for the Dungeon when you're ready.

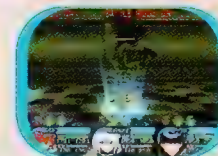


DUNGEON, B1



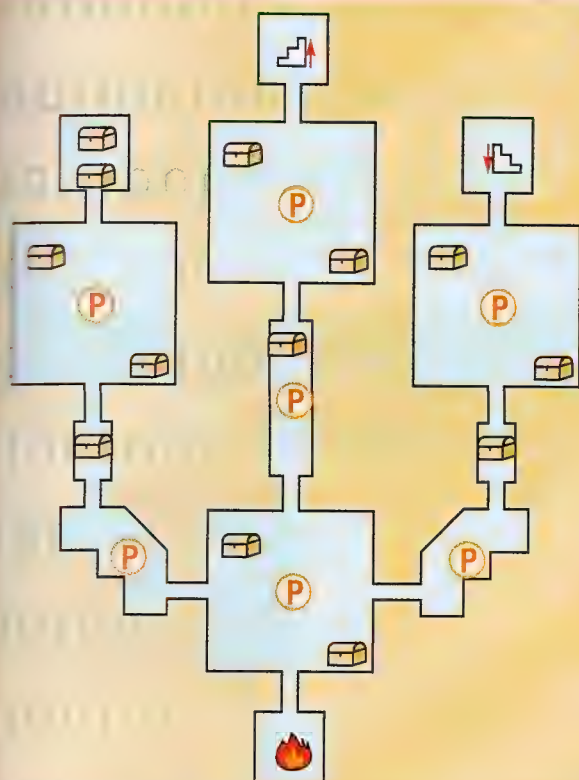
The Death Glare and Pumpkin Heads are here and they are joined by the Magical-resistant Lich Lords fought in a previous area. Both the Pumpkin Heads and Lich Lords show up in groups, which is tricky when they have opposite resistances. Set your party to whatever damages the predominant monster. Lich Lords fall quickly to Darkness attacks, so attack them with Kite's Darkness blades if you have them. Otherwise, attack the Pumpkin Heads with a strong Thunder spell. If you have the chance in the thick of battle, give each character a specific assignment. Watch everyone's HP and heal as needed, using Restoratives to remove the Confusion from the Lich Lords.

At the first branching hallway, it's possible to head north to a large room, but that is a dangerous prospect since the room holds two Dungeon Portals. Even one Portal's worth of Lich Lords and Pumpkin Heads can be dangerous, while two such groups is deadly. If you have enough areas cleared of Dungeon Portals for the Books of Ryu, skip this room.



Heading east from the intersection leads through a hallway and a second branching of paths. The northern exit leads to a dangerous two-Portal room, baited with dual treasure chests. To the south are a large room with one Portal rather than the more dangerous two, and the stairs leading down.

DUNGEON, B2

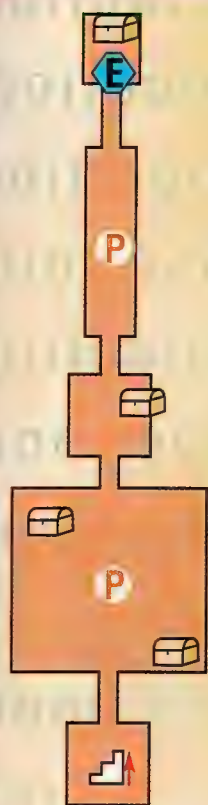


This second level is a more spread-out than the last but not as dangerous, even if you explore the entire floor. The monsters are the same, and no room holds more than a single Portal.

From the large room with four exits, head south to trigger a Symbol in that storeroom, then move west to collect treasures, ending in a storeroom with two treasure chests. Take the eastern exit from the original intersection to collect more items on the way to the stairs leading to level B3.



DUNGEON, B3



Perhaps a bit surprisingly after some of the previous long Dungeons, this third level is the final floor, and it is refreshingly short and straightforward. Trigger two Portals and head through three intervening rooms between the stairway and the Gott Statue. Watch out for the Dark Asteroid that may show up within these last two Portals.



With this short and sweet area out of the way do the usual juggling of equipment and items, then prepare for things to get tougher from here.



Once you loot the Gott Statue, a figure enters the room with Kite, perhaps a bit familiar to those who have watched the .hack://Sign anime. This is the Long Arm Crim, who took part in previous events involving Lady Subaru. Before leaving he stops long enough to give Kite a warning and **Crim's Spear**, a powerful weapon for a Long Arm.

JUNGLE GUARDIANS

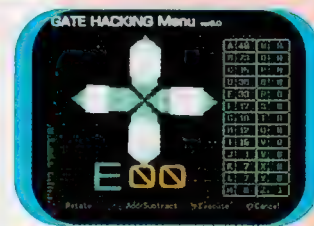
Now is a good time to take on the four areas revealed on the Board by the denizens of the Net Slum. As the area with the lowest battle level and the easiest Virus Cores to access, Ω Splendid Emerald Nobleman makes sense as the place to tackle next. Take the Heavy Blade Sanjuro to give your party a bit of physical attack power, and the Wavemaster Mistral for spells and healing. Upgrade Mistral's equipment as much as possible in town before heading out to the area.

This area requires a few different elements, but the best to bring along are Water attack skills, a Darkness attack from one of Kite's weapons, and the usual Thunder spells. Mistral should wield a weapon such as the Dharma wand, giving her strong spells of a few useful elements. Healing comes in handy, and you may be able to pick up a Raven Crest in the area itself. Try to pick up The Sun Fang, a great weapon for Sanjuro, from one of the monsters fought here.

UPGRADED HEALING

The Dungeons explored begin to have higher level healing items than before, with trades and other events tending to give higher level items. Think about using up remaining Restore Potions and other such items, then collect and use only the more powerful types.

None of the Virus Cores needed to unlock this Gate are special, and two Virus Cores A and three each of Virus Cores E, I, and K grant access.



Ω: SPLENDID, EMERALD, NOBLEMAN

RECOMMENDED PARTY: KITE, SANJURO, MISTRAL



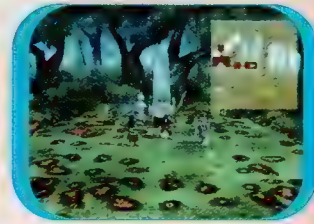
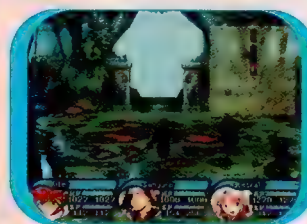
AREA VITALS	
BATTLE LEVEL:	80
ELEMENT:	Wood
GRUNTY FOOD:	
Piney Apple, Invisible Egg, Golden Egg	
ENVIRONMENT:	Jungle
WEATHER:	Sunny

MONSTERS	
FIELD:	
Death Glare: Fire, Guardian, Rainbow Tail: Wood	
DUNGEON:	
Dark Asteroid: Darkness, Guardian, Drygon: Thunder, Lich Lord: Thunder, Pumpkin Head: Darkness, Rainbow Tail: Wood	

AREA:	ITEMS	
Artisan's Soul, Forest of Fear, The Hanged Man, Insane Spear, Jungle Rage, The Lovers, The Moon, Professional,	Resurrect, Summon Wood	Black Axe, Demon Mail, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Guardian Blade, Jet Gloves, Kiki & Lala, Killer Hauberk, Magus Robes, Noble Wine, Raven Crest, The Sun Fang, Virus Core K, Virus Core L
	Golt Statue Items Maniac Sword, Ivory Barette, Artisan's Soul	

For the first time in this volume, the Field for a required area is a Jungle. This maze-like Field is more like a Dungeon than a typical above-ground level. Due to the limited space, there are only three Field Portals and one bit of Grunty Food. There is also a Spring of Myst to visit before heading into the Dungeon itself.

From the beginning of the maze, head south into an intersection and deal with the Portal, then take the south exit. Grab the **Piney Apple** in the next small room, then continue to follow the path to the next intersection. Head north to find the Spring of Myst. This Spirit can raise weapons by two levels, so don't miss the chance to upgrade a bit of equipment. Head back south and continue east to a treasure chest, then return to the first intersection.

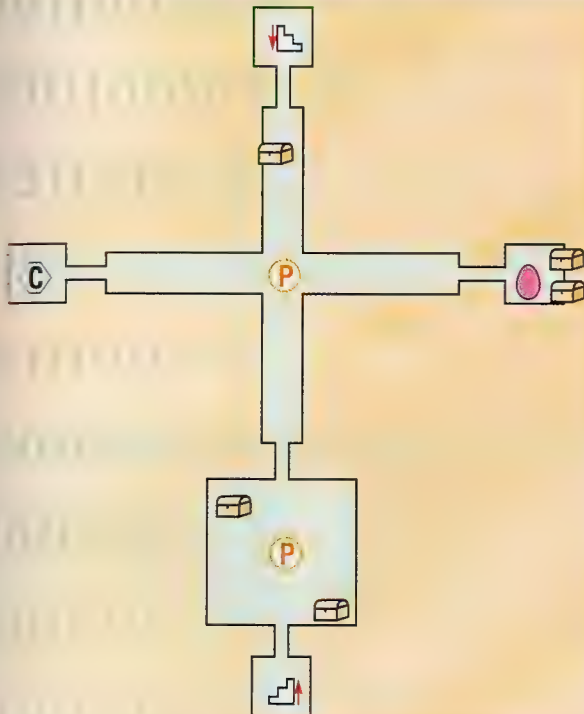


Take the western exit, and after dealing with the Portal and its inhabitant, look for the Symbol in the northeastern portion of the room's center. Continue on to the third Field Portal, then to the Dungeon entrance.

Two of the monsters that can appear on the Field are familiar. Against Death Glares, set Sanjuro to attack, Mistral to heal and work on wearing their HP down the hard way. The new Guardian is a non-elemental monster that casts wide-area spells, but isn't particularly dangerous. For a big change, its Data Drain monster is tougher than its normal form, and gives more experience. The Drained form of the Guardian is called the Bracelet and it uses powerful Summon spells on one party member at a time. As soon as anyone starts taking damage, set Mistral to healing. While you might be tempted to leave the Guardian without a Data Drain, the experience and items gained make it worthwhile. Try for a weapon called The Sun Fang for Sanjuro to use. It has three different elements for the area on it.



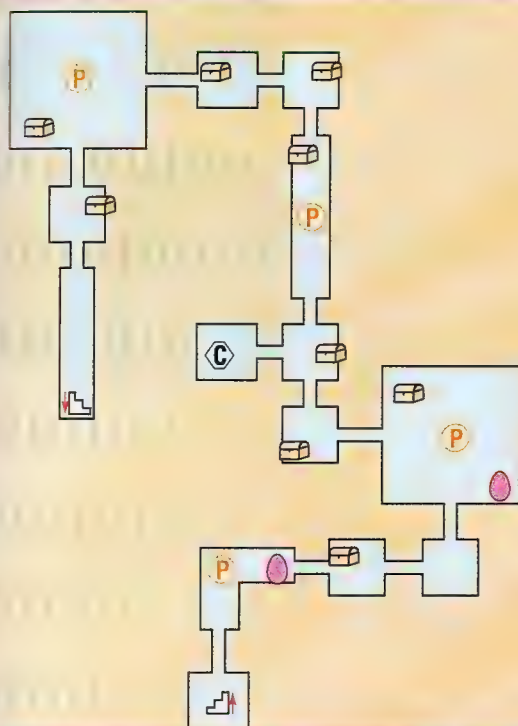
DUNGEON, B1



This first level of the Dungeon has only two Dungeon Portals to trigger. Head through to the intersection (triggering both Portals in the process) and head west to claim a **Virus Core I** from the Virus Crystal. Move east to loot a storeroom of its items, including a **Golden Egg**. From the intersection, go north to the stairs leading down.



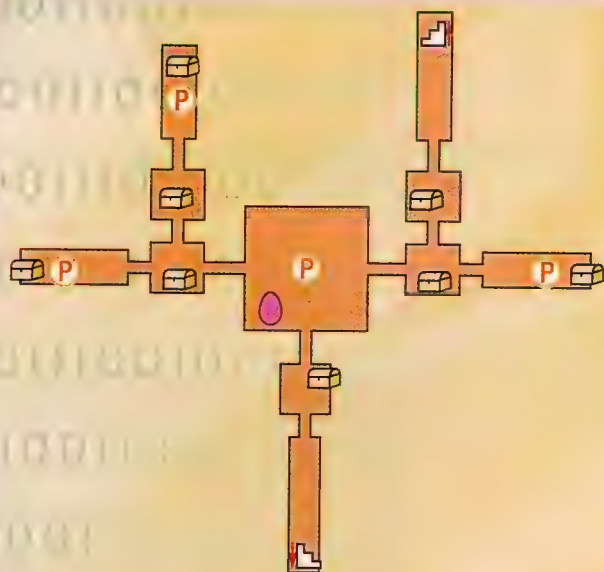
DUNGEON, B2



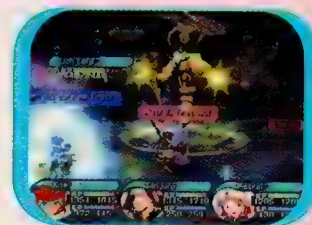
The second level of the Dungeon is longer and more winding, but has fewer branches than appears at first. The first path winds vaguely north through multiple short hallways and a large room before reaching the first and only intersection. A small storeroom with the second Virus Crystal and **Virus Core G** sits off to the west. Return immediately to the intersection and head north to continue through more rooms and hallways until you reach the stairs down to level B3.



DUNGEON, B3

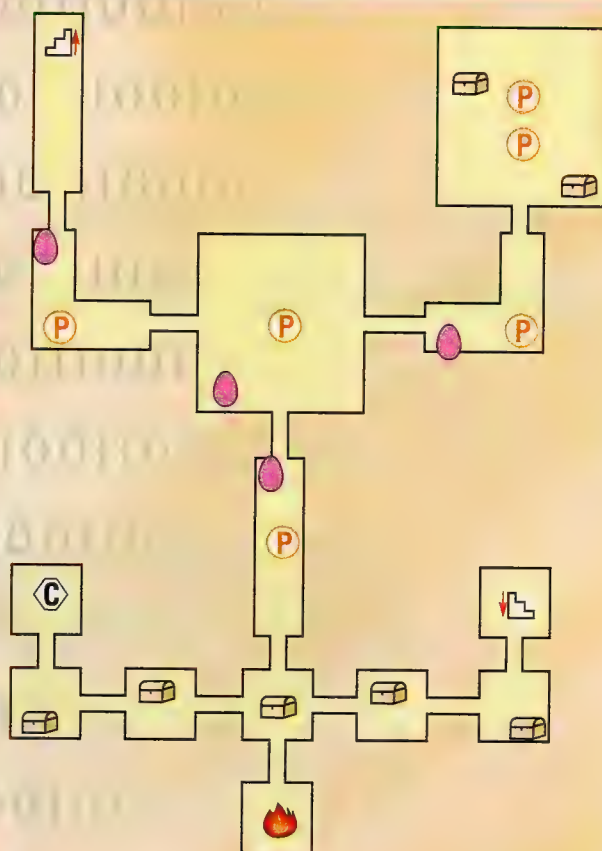


This third level continues the large, sprawled-out geography, and holds more intersections. The familiar Lich Lord and Dark Asteroid may start appearing on this level. From the entry stairs, head south to the first intersection. If you still need more Dungeons cleared of Dungeon Portals for the Books of Ryu (or more food to raise Grunties), head east into a dead-end hallway with one Dungeon Portal and an **Invisible Egg**. With that out of the way, step back through the doorway to the intersection and take the western exit into a large room with a Dungeon Portal.



Head directly west through the doorway and through the next intersection to reach another of the dead-end corridors, this time with a chest beyond its Dungeon Portal. Step back one room into the smaller intersection and take the northern exit, going through another small room into a third of the dead-end halls, also with a chest. With all of this exploration out of the way, return to the large room and take the southern door, following it through a small room and into the hallway holding the next down stairs.

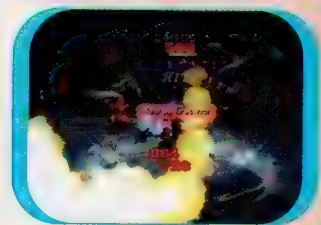
DUNGEON, B4



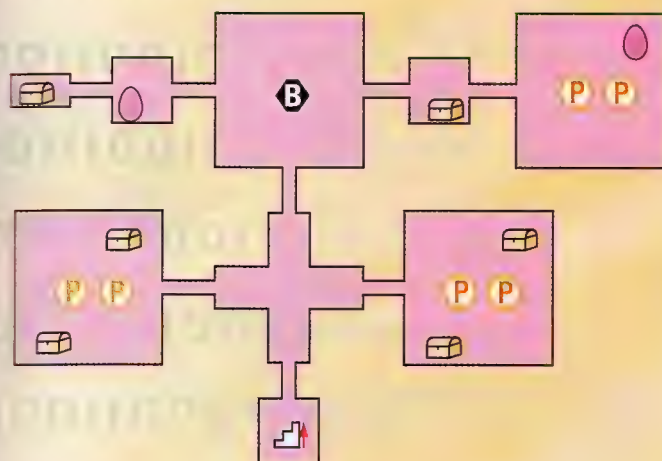
Watch out for the return of the Drygon on this level. This time, have Mistral hang back and heal your party while Sanjuro and Kite fight it up close. Use Darkness attacks from the appropriate Twin Blade weapon. Have Sanjuro use any Darkness attacks that he has as well.

The layout here is somewhat spread-out. From the first large room, head east, assuming you still wish to gain an extra area for the "Dungeons Cleared of All Portals" requirement. At the end of an angled hallway lies a second large room, but this one holds two Dungeon Portals. After clearing (or skipping) these Portals, return to the intersection and head south to continue the journey.

There are no Dungeon Portals left to worry about in the floor's remaining rooms. At the next intersection, head west and loot all the various treasure, including a **Virus Core H** from the next Crystal. Return to the intersection and step into the southern room to trigger a Symbol, then take the eastern exit to a few more bits of treasure and the stairs leading to the last floor.



DUNGEON, B5



On the fifth floor, you face the same decision as before. To the east and west lie two large rooms, each with two more Dungeon Portals. There is danger there, but also a few last bits of treasure. Once you've handled or decided to skip the two rooms, prepare your party for a fight and head north, through the purple flames.



BOSS FIGHT: CERBERUS (DATA BUG)

l level	82	p pp	12,350
h hp	infinite/7090	s sp	825
e element	Fire		
s skills	None		
r reward	Virus Core Ω		



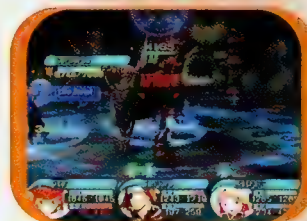
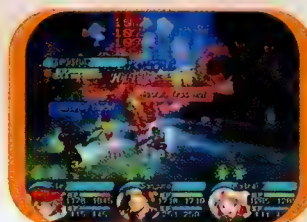
The Boss is a corrupted version of a Cerberus. With forethought, you should be able to handle this fight with little more difficulty than the others so far in this Dungeon.

Have Kite and Sanjuro use "Skills" at close quarters while Mistral hangs back to use "First Aid." If you can wait long enough for the Wavemaster to cast a few Water spells before you begin to take much damage, so much the better. This fight is longer and tougher than the Drygon fights, especially if you cannot use the Water element against it, but the tactics are generally the same.

With luck (and some Water element thrown in) your party should only have to face the creature's strong breath attack a few times before the monster reaches Protect Break. Jump on this chance and drain the foe, stripping it of its protection and gaining the **Virus Core W**.



The regular Cerberus is exposed, and the fight is all but over. The elements and attack methods are the same, with the main exception that the enemy no longer has infinite HP. Watch for Protect Break again, as this uncorrupt form can be Drained once more before the fight is over. You net a Virus Core L, Spirit Lance, or Fallen Pope by doing so.



If you've been triggering the dual-Portal rooms, continue to do so once more to the east, facing the last two of the Dungeon's Portals. With this out of the way head back to the Boss's room and head north to a small room leading into the room with the Gott Statue. Loot the Statue, and you are now finished in the area. Use a Sprite Ocarina or walk back the long way, then return to Lia Fail.



SKELETON IN THE CLOSET

Before taking the next of the Net Slum areas, make a quick stop elsewhere first. The area revealed by Sconk requires the "common" Virus Cores to access, but in this case three of those Virus Cores are the Virus Core J, which is often in short supply. If you don't have enough, return to one of the earlier areas to Drain a few from Wood Maidens.

For the party in this next area, Gardenia takes the place of the other fighter, while Wiseman takes up the Wavemaster duties. Equip one of Gardenia's Wood element weapons, and prepare everyone else as you did for the previous area. Bring along a Thunder weapon for Kite as well as a Darkness weapon for the area. If Wiseman has a Rod of Pattern, it serves as a multi-element staff. When you're ready, unlock the gate using the three Virus Cores J, along with three each of Virus Cores B, F, and K.



Ω: DREAMING, MOONLIT, GRAVESTONE

RECOMMENDED PARTY: KITE, GARDENIA, WISEMAN



AREA VITALS	
BATTLE LEVEL:	81
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable, Immature Egg, Golden Egg
ENVIRONMENT:	Grasslands
WEATHER:	Night

MONSTERS	
FIELD:	Dark Asteroid: Darkness, The Guardian, Neptune Medusa: Earth
DUNGEON:	Dark Starfish: Water, Drygon: Thunder, Guardian, Lich Lord: Thunder, Neptune Medusa: Earth, Pazuzu: Darkness, Pumpkin Head: Darkness

AREA:	MONSTERS:
Cosmic Truth, Dispeller, Erling's Spear, Fire Dragon, The Fool, Jindachi, Lava Greaves, Meteor Strike, The Moon, Stonecall	Alert Greaves, Demon Mail, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Guardian Blade, Guard Solleret, Killer Hauberk, Magus Robes, Night Ape Hood, Noble Wine, Raven Crest, Rivergod Spear, Shichiyuu, The Sun Fang, Virus Core K, Virus Core L
Gott Statue Items Made in Heaven, Golem Parts, Vessel of Sky	

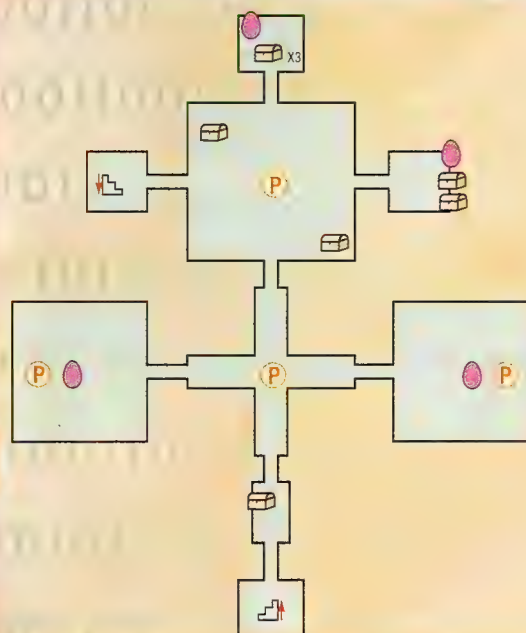


Unlike the last area, this Field is a wide-open space. There are plenty of Portals to open if you want to seek out Guardians for their experience-giving Bracelets.

The other monsters are the Dark Asteroid and Neptune Medusa. Use Gardenia's Wood Element against the Medusas, and watch for status ailments.



DUNGEON, B1



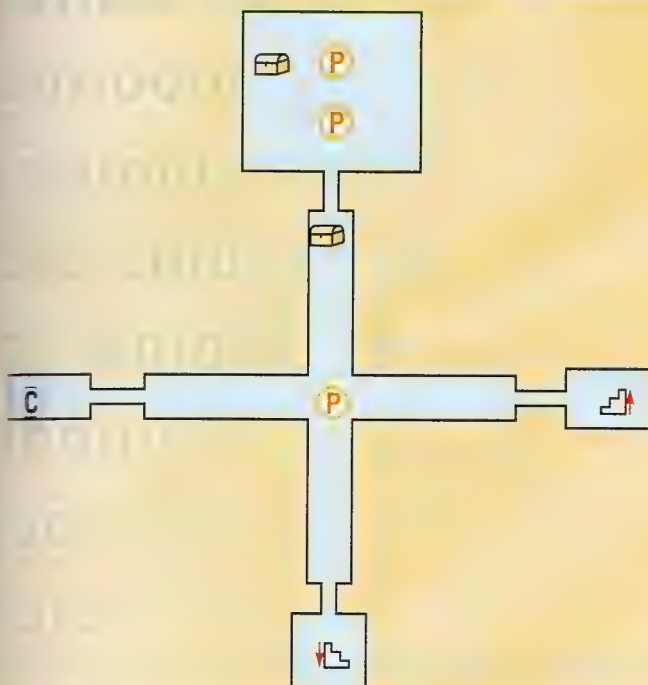
The first Dungeon Portal is at an intersection of four paths, with exits to the east and west, and one to the north. The monsters are much the same as the previous Dungeon, with the Lich Lords and Guardians inhabiting the top level, joined by Neptune Medusas from this Field.

Explore the rooms to the east and west cautiously. The Portals in each of these rooms are at the opposite end of the room, behind an obstruction in the center. It's hard to see just what exactly you are facing until you get around the obstruction. Set your party to "Attack" in these instances, just in case you are about to run into a group of Lich Lords. Set Wiseman to "First Aid" and change the settings to "Skills" later if you end up facing other creatures. In the niche at the back of the eastern room is a **Golden Egg**. The western room holds an **Immature Egg** in the same spot.



With the food collected, head north from the original crossroads to reach a second small intersection. Go to the well-stocked storerooms to the east and north, loot them, then return and head west to the stairs to B2.

DUNGEON, B2

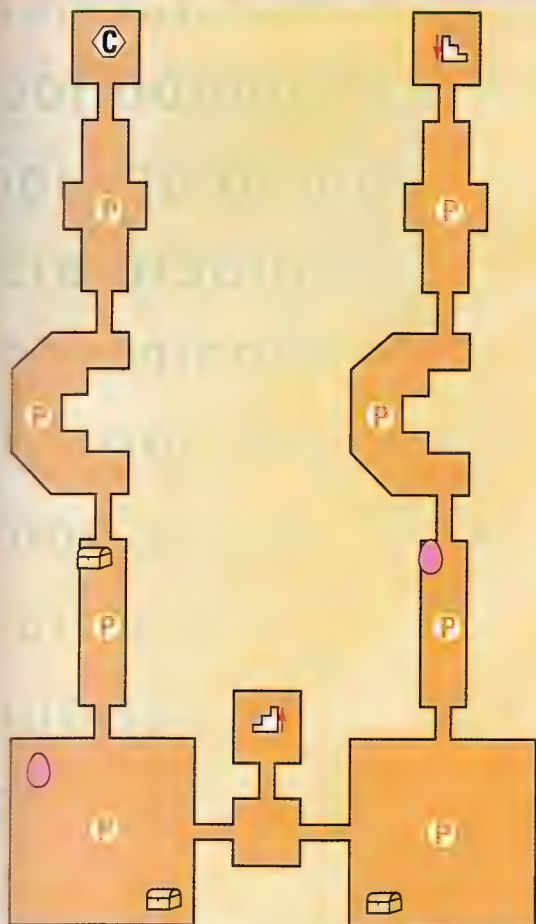


The Pumpkin Head shows its large ugly face again. If facing mixed groups of enemies, it's easiest to set your party to whichever ability takes out the predominant monsters, but don't be afraid to change your tactics on the fly.

The layout of this area is a giant cross, with a storeroom holding a Virus Crystal and **Virus Core I** to the west, and another double-Portal room (where the cautions from the previous area applies) to the north. To the south are the stairs leading down to B3, making this a short level, easily cleared except for the room with two Portals.



DUNGEON, B3

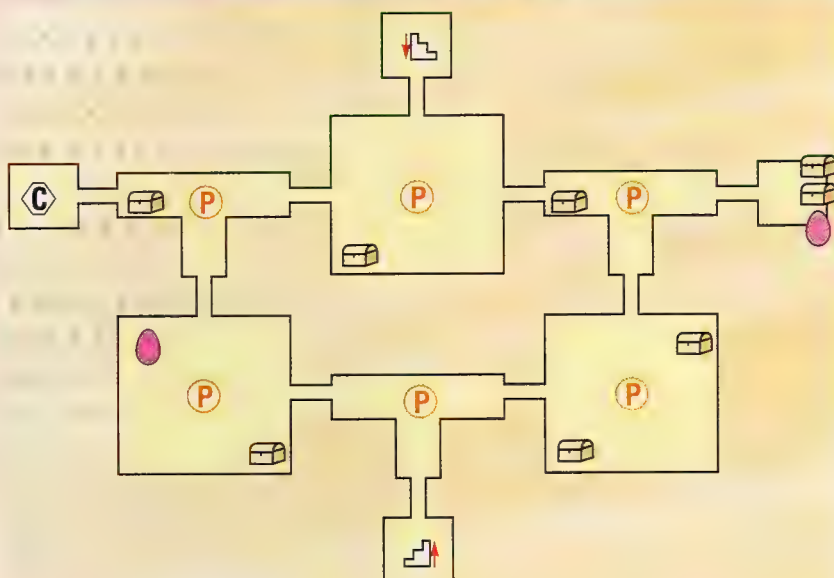


At the first choice of exits, head west. Collect the treasures and Grunty Food along the way, with a **Virus Core H** inside the storeroom's Virus Crystal at the end of the trail. Retrace your steps back to the intersection at the south end of the floor, and take the parallel track to the east, ending at the down stairs.

In this third level is a new monster: The Puzuzu. This Darkness creature is a skeletal giant, but is not as intimidating to fight as it looks. The enemy is not immune to Magical or Physical attacks, and is weak versus Thunder attacks. Change weapons if necessary and set the party to "Skills" as you begin your attack. Let Wiseman get in a spell or two, and switch him to "First Aid" if your party absorbs too much damage. The Puzuzu can unleash a combo of attacks that is damaging, but there is usually a sufficient time between these attacks to heal. Once you have the monster worn down to Protect Break, Drain a Rivergod Spear for Gardenia.



DUNGEON, B4

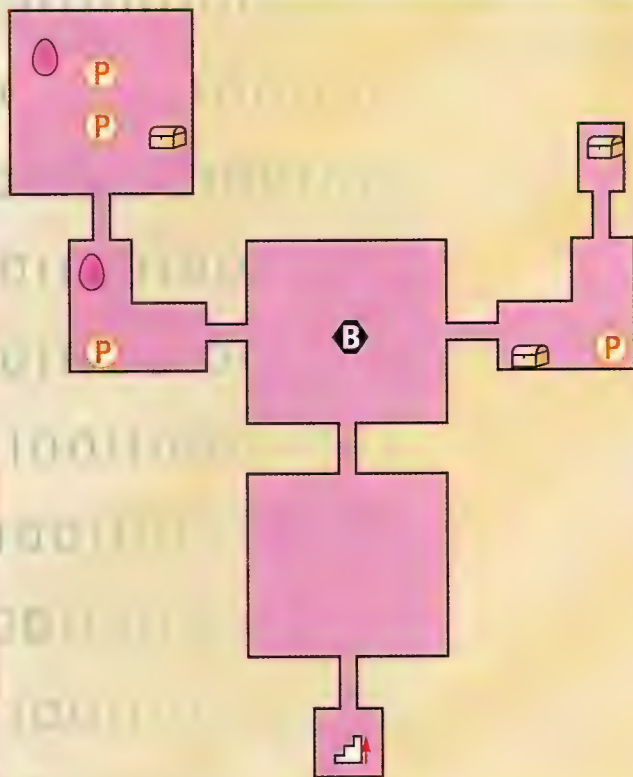


This floor sends out paths to both the east and west, but the two sides connect in a loop to the north. Take the eastern side for now, clearing a large room, then head north to another intersection. From here, the eastern exit leads to a small storeroom. The western exit leads to a large room with two exits. The northern exit leads to the down stairs, but don't take it yet.

Take the western doorway from the large room. The smaller intersection leads west into a storeroom with the last Virus Crystal and a **Virus Core G**. South from the small intersection is the final large room, finishing the loop. Head back north and east to the large room with three doorways, this time taking the north exit down the stairs.

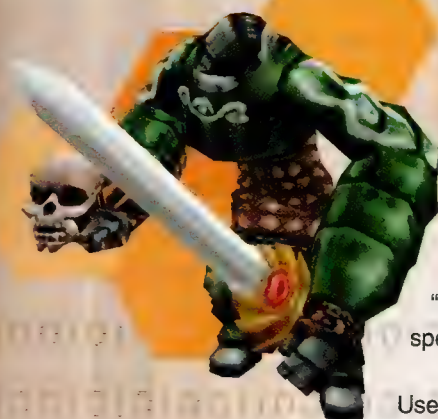


DUNGEON, B5



Before you even have the chance to explore the main part of this fifth and last level, a northern exit from a large room holds familiar fiery markings. Prepare with Strengthening spells at hand and heal fully before running in to tackle the latest Data Bug.





BOSS FIGHT: SKULL DEVILGON (DATA BUG)

l level	82	p pp	12,350
h hp	Infinite/5650	s sp	825
e element	Darkness		
s skills	Ap Corv		
r reward	Virus Core X		

This foe is a corrupted version of the Skull Devilgon, which in its uncorrupted form is a weaker cousin of the Pazuzu. Use the same weapons and tactics as you would for the Pazuzu. Set your party to "Skills," and Wiseman to "First Aid" after a short pause to allow him to cast one or two spells.

Use strong Thunder attacks from a weapon such as the Diablo Blades and the Skull Devilgon cannot last for long. After only two or three rounds of attacks, it should reach Protect Break, allowing you to Data Drain it for the **Virus Core X**.

After the Drain, you have an even easier fight on your hands than against a normal Pazuzu. The largest problem may be getting a chance to Data Drain it for one of its Drain items before it is killed. Data Draining the foe results in the Minerva for Gardenia, the Tri-Tips or Virus Core I. With the Devilgon out of the way you now have the rest of the floor awaiting your exploration.



From the Boss's Den, head west to explore a short hallway and a second double-Portal room if you feel the need for it. To the east is the Gott Statue with a few interesting and rare items. This floor can discharge the Drygon from the remaining portals, so stay sharp. Set Wiseman to "First Aid" while Gardenia and Kite go with "Skills." You may also fight the Dark Starfish here.

Finish up on the level beyond the Boss's Den, then use a Sprite Ocarina to return to the Field, or backtrack through the whole Dungeon. Either way the work is finished here, and it's time to return to Lia Fail.



FIRE AND ICE

With half of the "special" locked areas from the Net Slum thread in the board now explored, the next in line is Culhwch's area. Many of the monsters and features of the new area are familiar, so a team of a fighter and Wavemaster is the way to go. It's Mistral's turn in the rotation, while BlackRose makes a good tank, especially with the weapons picked up in the previous Dungeon.

For the Heavy Blade, the Made in Heaven is a nice Wood weapon, but the Sun Fang is even better. It has both Wood and other elemental attacks. If you don't have an extra of this weapon now, try to pick one up from the Guardians in the next zone. A multi-element weapon like Dharma Wand or Rod of Pattern is best for Mistral. For Kite, the same gear used last time around suffices, although a good Wood weapon comes in handy. Along with the normal healing spells and items, include a few SP restoration points in your inventory.

The Gate-required cores here are three each of Virus Cores C, G, J, and L. If necessary, return to previously visited areas to retrieve any Cores that you might need. Use Helba's email if you need hints on where and how to find specific Cores. The next Net Slum-revealed location is a Fire element area with, oddly, a Snowfield as its environment.



Ω: MUTED, STARVING, DRY SEA

RECOMMENDED PARTY: KITE, BLACKROSE, MISTRAL



AREA VITALS	
BATTLE LEVEL:	81
ELEMENT:	Fire
GRUNTY FOOD:	
Oh No Melons, Bloody Egg, Golden Egg	
ENVIRONMENT:	Snowfield
WEATHER:	Blizzard

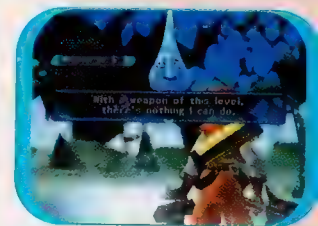
MONSTERS	
FIELD:	
Death Glare: Fire, The Guardian, Neptune Medusa: Earth	
DUNGEON:	
Death Glare: Fire, Flame Maiden: Fire, Gob Machine: Earth, The Guardian, Neptune Medusa: Earth, Pazuzu: Darkness	

AREA:	ITEMS:
Artisan's Soul, Banished Blade, Blaze Hauberk, The Hanged Man, Hellstorm, Inferno Strike, Kikoku, The Lovers, The Moon, Shin	Alert Greaves, Commandments, Demon Mail, Divine Gloves, Guard Solleret, Kiki & Lala, Noble Wine, Raven Crest, Rivergod Spear, Sublime Stole, Suigetsu, The Sun Fang, Virus Core J, Virus Core K, Virus Core L
Gott Statue Items Watcher, Artisan's Soul, Crystal Stone	

As you arrive on the Field, the Spring of Myst is to the northeast, with the Dungeon entrance to the south. Head to the Spring first, triggering a Symbol very close to the Spring along the way. The Spirit is a level 5 Monsieur, not capable of handling the highest levels of weapons and armor. With that taken care of, decide whether to trigger the Field Portals or head directly for the Dungeon.



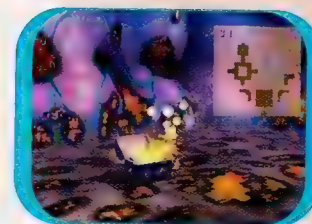
From the Field Portals, the Neptune Medusas with their charm abilities may be the easiest of the enemies. The Guardian, in its Data-Drained Bracelet form, hits hard. The Death Gaze, which reappears here, is a longer fight than usual. Still, with Mistral around to heal your party if someone dies, the fights should go smoothly. Watch out for Mistral being charmed or attacked, and rectify the situation as soon as possible.



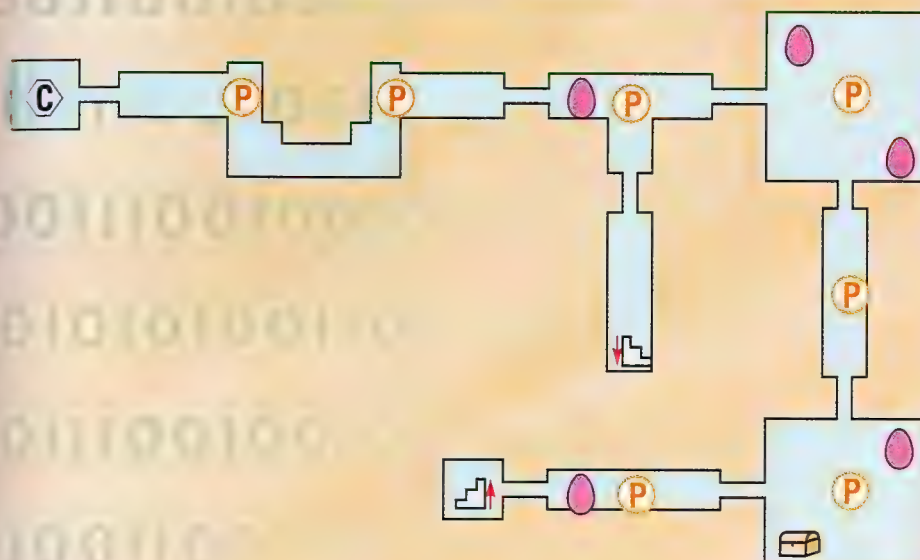
DUNGEON, B1



The monsters on this level aren't anything new. The Death Glare from the Field reappears as do the Pazuzu and the Guardian. On the first level of the Dungeon, head west and collect the treasures found along the short path. In the open-centered larger room, don't miss the treasure chests within the east and west alcoves. When you reach the end of the trail, head back to the original room beyond the stairs and take the eastern doorway. One short path later is the first set of stairs.



DUNGEON, B2



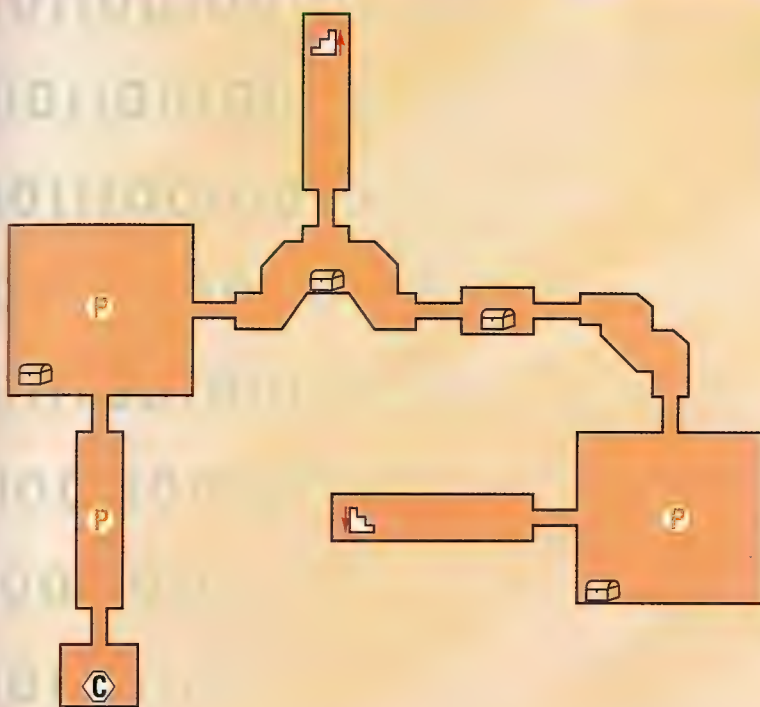
The pathway curves east, north, and eventually west again, finally reaching an intersection that leads to the west or south. Head west.

The first room that you reach is one with two Portals. In this case, the Portals are far enough apart that you can handle one before moving forward to trigger the next. The room beyond this has the first of the Dungeon's Virus Crystals, holding **Virus Core G**. Return to the one intersection and head south to reach the stairs leading down.

As far as monsters go, there is one new addition here, the Gob Machine. These foes are easy to defeat, and cannot take much damage at all before dying. These foes have good Data Drain items, such as the sometimes-scarce Virus Core J or the useful Divine Gloves, and you may have some difficulty damaging the foes enough to bring them to Protect Break without killing them outright.



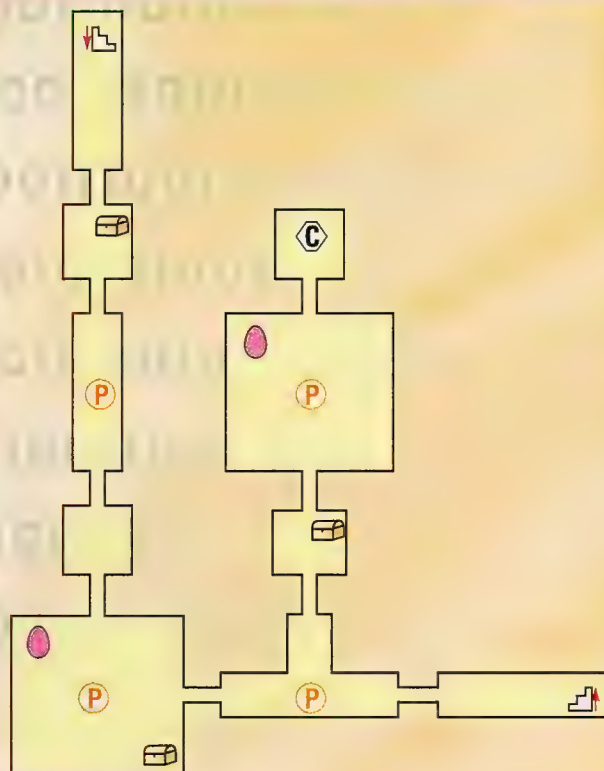
DUNGEON, B3



Take the western exit from the intersection to reach a Virus Crystal at the end of the path, this time holding **Virus Core H**. The eastern exit from the intersection leads to the staircase leading down. The addition to the Dungeon this time is the Neptune Medusa, one of the monsters from the Field. Clear out the treasure and the Portals and head down to the next level.



DUNGEON, B4

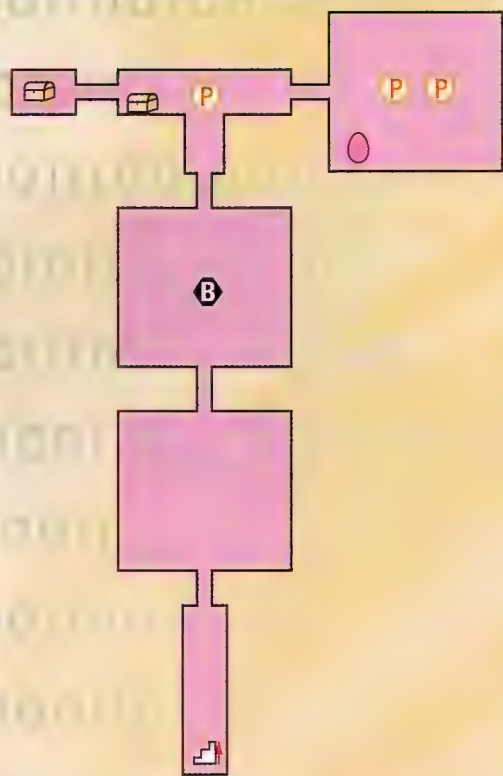


On the fourth level, the Flame Maiden begins to show her face, a spell casting monster in the same vein as the Wood Maidens. This Maiden drops the Virus Core J, so you should be able to stock up here. If you have managed to pick up a pair of Divine Gloves by this point, the Water spell found therein makes the fights against the Maidens easier, if you aren't worried about exploiting their Protect Break.



Just as on the previous levels, there is one sole intersection on this floor. Take its northern exit first to find one more Virus Crystal at the end, and **Virus Core I**. This then leaves the western exit to lead along a path strewn with treasure to the last set of stairs in the Dungeon.

DUNGEON, B5



Just as in the previous Dungeon the party runs across the violet flames leading into the area's Boss Den before reaching any other fights, items, or intersections. Use Strengthening and Healing spells, then head through the set of flames.

BOSS FIGHT: PSYCHE VISION (DATA BUG)



l level	82	P pp	12,350
h hp	Infinite/7570	S sp	825
e element	None		
s skills	Krake Rf		
r reward	Virus Core Y		

Even though this foe is tougher than the normal varieties of bird-shaped monster, you really don't need to worry much if you have a capable healer on "First Aid." It hits hard at times, but not hard enough to wipe out a party member in one go, and there is more than enough lag time between enemy attacks to allow Mistral or BlackRose to heal everyone. The only things that you really need to watch out for are the healer's SP, and the Protect Break.

This monster has plenty of HP, with no elemental weakness in this form to exploit. You're in for the long haul, constantly bombarding the enemy with strong attacks. If BlackRose has a strong healing spell, let her take over "First Aid" duties part of the time, allowing Mistral to pummel the enemy with her magical attacks.

After a while, the enemy reaches Protect Break, allowing you to Drain the **Virus Core Y** from it and leaving the Psyche Vision revealed and vulnerable to Earth and other strong attacks. This portion of the battle goes by in a flash, especially compared to the previous part of the fight. If possible, Data Drain the monster before it dies for Virus Core L, a Maestro Axe, or a pair of Hades Gloves.



Just as before, the Gott Statue and final parts of the fifth floor are located behind the Boss Battle area. The Statue and its treasures are beyond the den and to the west, while a two-Portal room lies to the east. This particular double portal is less risky than some of the others, given the weaker nature of many of its lower level monsters, but there are risks involved. Still, if you need to clear more Dungeons of all their Portals (or just can't stand to see the least bit of treasure go unclaimed) this is a better area than most to take the chance to enter the room to clear it.

After clearing the bottom level, return to the surface with a Sprite Ocarina or backtracking, and return to town to prepare for the last of these four special areas.



DARKEST BEFORE DAWN

For this trip Balmung and Wiseman make a good pair to bring along for the ride. Give Balmung the Blademaster weapons collected from the last area, with the Maniac Sword being especially useful, and have Wiseman wield a Rod of Pattern or Dharma Wand. Give Wiseman a Hunter's Guard if he doesn't have one already. There should also be SP restoration items in among the rest of your typical supplies.

There is one last Gate to hack to enter this location. The Cores needed this time are three each of Cores G, H, J, and K. Slot them into place and head through the Gate and into what lies beyond.



Ω: ROTTING, COUNTLESS, SACRIFICE

RECOMMENDED PARTY: KITE, BALMUNG, WISEMAN



AREA VITALS	
BATTLE LEVEL:	85
ELEMENT:	Darkness
GRUNTY FOOD:	
La Pumpkin, Bloody Egg, Golden Egg	
ENVIRONMENT:	Earth
WEATHER:	Night

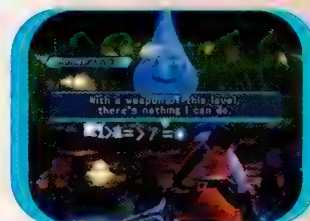
MONSTERS	
FIELD:	
Gob Machine: Earth, The Guardian, Pazuzu: Darkness	
DUNGEON:	
Blue Wurm: Water, Flame Maiden: Fire, Gob Machine: Earth, The Guardian, VltraMaster: Earth	

ITEMS	
AREA:	
Artisan's Soul, Charred Guard, Cosmic Staff, Dark God's Axe, Demon Spear, Fire Hands, The Fool, The Hanged Man, Inferno Gloves, Nightcall, Nightfear, Nightshade, Resurrect, Shin	
MONSTERS:	
Able Lamellar, Alert Greaves, Commandments, Demon Mail, Divine Gloves, Greaves of Awe, Guardian Blade, Magus Solleret, Noble Wine, Rivergod Spear, Sublime Stole, Suigetsu, The Sun Fang, Virus Core J, Virus Core K, Virus Core L	
Golt Statue Items	
Spear Core MK3, Vessel of Sky, Crystal Stone	

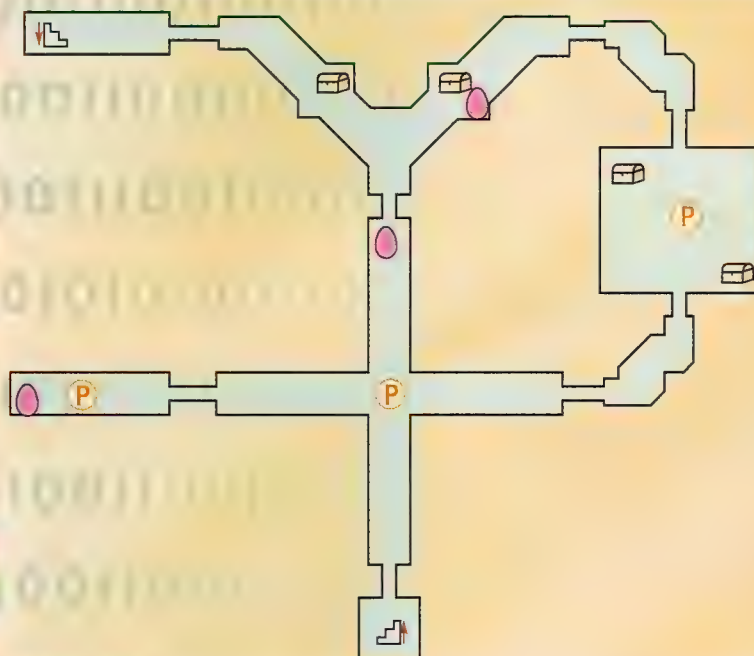
The enemies in this field are familiar. The Guardian is back, as are the Pazuzu and the Gob Machines. With Thunder attack skills and spells to take out the Pazuzu and Wood spells to decimate the Goblins, you may not even have to set Wiseman to "First Aid" except against Guardians and Bracelets. Just remember to Drain items from the Gob Machines if possible. Their armor is a nice addition to your party's stores of equipment.

During your time in this area, it is likely that you will find the Cosmic Staff in a chest. This is a Wavemaster rod that holds various elemental spells, in this case Summons abilities.

Before heading into the Dungeon, stop by the Spring of Myst, although the spirit is a Monsieur and cannot increase the level of the best weapons. There are also a few La Pumpkins around the cocoon-shaped landmarks, as well as Symbols scattered throughout the Field. As the monsters other than the Guardian should be fairly easy to handle, this is a good Field to clear of all of its Portals, and to explore to the fullest. Be careful just east of the Spring of Myst as it has a number of Portals grouped closely together.



DUNGEON, B1

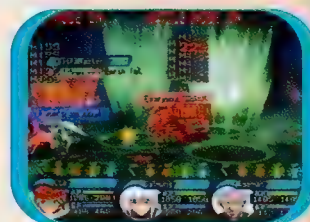


Head west at the first crossroads to trigger a Portal in a dead-end hall, and collect the **Bloody Egg** at the end of it. Return to the intersection and head east.



Go through the diagonal hallway into a large room with a portal and treasure, then continue through another diagonal hallway and into a Y-shaped intersection that meets up with the remaining exit of the previous crossroads. Check the small niches on each side of the hallway. There are two treasure chests displayed on the map, and a **Bloody Egg** in a third of the alcoves that you can't see just from the map. Go west through the intersection and take the remaining exit to reach the stairs leading down to the second floor.

Watch out for the Guardian and a new monster, the VltraMaster. This Earth enemy is a pumped-up version of the Jealous Cobra and Neptune Medusa. If Wiseman has a Wood spell and Balmung does not, set the Blademaster to cover healing instead of the Wavemaster.



DUNGEON, B2



The Flame Maiden begins to show her face again, but this shouldn't be a big danger to your party by this point. Remember that if you Drain a "Commandments" rod from these monsters, you can give it to Wiseman as a great present. Just don't let him wield it in the Dungeon, as it contains Water spells, only useful against the Flame Maidens.

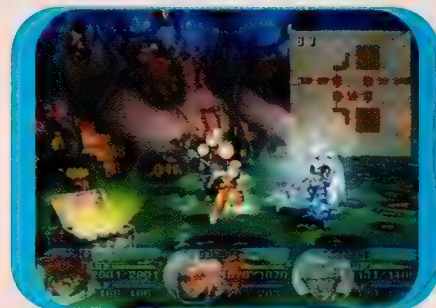


The layout is simple this time, a single path leading west, north, and west again to the stairs leading down to the third floor, and no way to get lost.

DUNGEON, B3



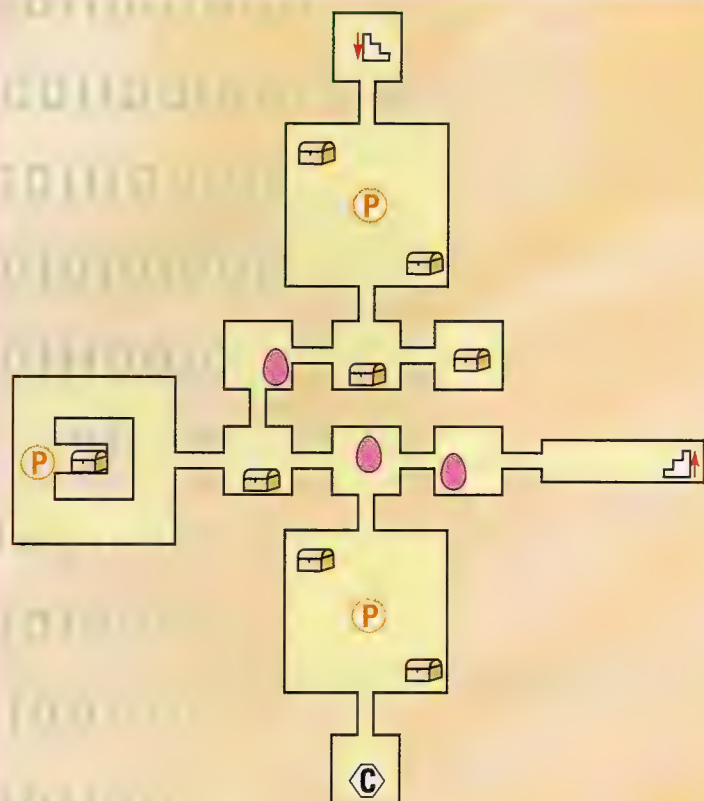
The third floor more than makes up for the previous levels' simplicity as it loops around more than once, with many small rooms connected together in a spread-out network. Head west to the intersection, then all the way south until reaching the large room at the southeast corner. Take the diagonal hall from the west side of the room northwest to another small room, from here heading straight east to the end, then north once to finish the circle and return to the first intersection.



From this intersection, head north into another large room. Take the one exit west and follow the path, ending up in an intersection that meets up with the previous circle and completes a larger loop. Head west through the one remaining exit to reach the next set of stairs.

Gob Machines may start to emerge as foes. This enemy isn't any more dangerous here than before, so Drain any more items from it that you like, then continue through to the fourth floor.

DUNGEON, B4



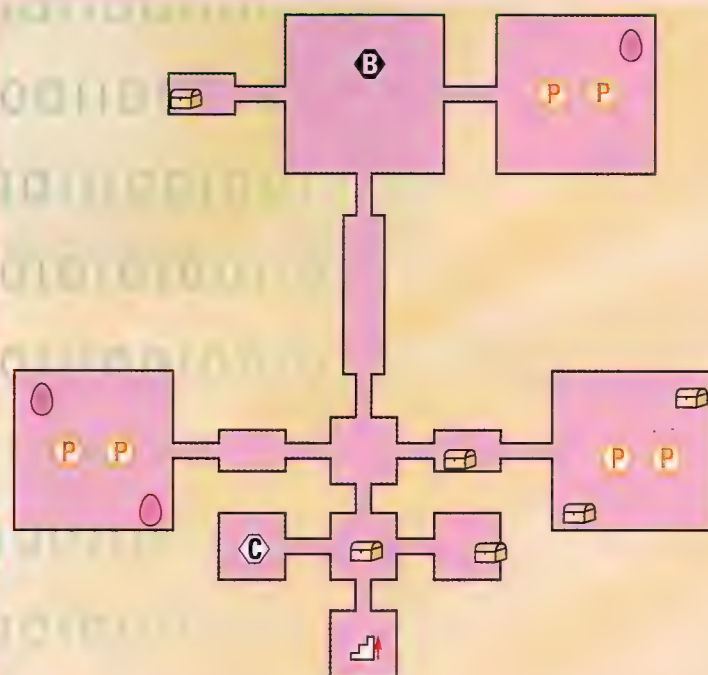
This level is somewhat similar in layout to the one above, with many small rooms chained together, although not quite in the looping pattern of before. Head west to the first intersection and go south to explore a large room branching off it. Go into a small room beyond, which holds the Dungeon's first Virus Crystal, and a **Virus Core I**.

Return to the intersection and continue to the west. Go straight through the next intersection to reach a large room branching off, this time with a solid "core" in the center of the room that separates the party from the Dungeon Portal. Once you've triggered the Portal and dealt with whatever comes out, collect the chest from the niche.

Head back to the previous room and take the north exit passed up a moment before. Follow the chain of rooms to the east, straight through the next small intersection and into the small storeroom. Head back to that last intersection and take the exit north to go through one more large room and to the stairs leading down to the last level.

The new foe to watch out for on this level is the Blue Wurm, a dragon-type monster that is smaller than the Drygon and its relatives. Like the Drygon and other dragons, this Water foe has a breath attack. If you are quick to fight the enemy with Fire skills (this is where Balmung's new sword and a variety of Wiseman's staves come in handy), you may not need to set anyone to "First Aid" at all.

DUNGEON, B5



On this last level, head both west and east from the first small intersection to visit small storerooms. The first holds the second and last Virus Crystal of the Dungeon, this one with **Virus Core H**. The eastern room holds a lone treasure chest with two breakable skeletons. From the intersection, head north and take the western and eastern exits, this time to reach two of the rooms with double portals and treasure.

Head north from the central room to go discover the familiar warning of a special event. Prepare your characters one more time, and head through to face the foe.



l level	82	p pp	12,350
h hp	Infinite/6290	s sp	825
e element	None		
s skills	Lanceor Rf, Mumyn Lei		
r reward	Virus Core Z		

With no element to exploit, the fight does last longer than a fight against a normal Dark Asteroid, but it's still not an extremely long time before the enemy reaches Protect Break, allowing you to Drain away its protection and gaining a **Virus Core Z** in the process. Against a regular Dark Asteroid, use Lightning attack skills to bring it down as quickly as possible.

A screenshot from the video game Super Smash Bros. Melee. The scene shows a battle between three characters: Mewtwo, Jigglypuff, and Ganondorf. Mewtwo is in the air, performing a move that creates a large, glowing yellow and orange energy ball. Jigglypuff is on the ground, and Ganondorf is also on the ground. The background is a dark, rocky landscape. The bottom of the screen shows the health bars and portraits of the three fighters. The health bars are labeled with the character's name and their current health points. The portraits are circular and show the character's face.

Character	Health Points
Mewtwo	2001 / 2001
Jigglypuff	1070 / 1070
Ganondorf	1105 / 1406

RIVALI

With four intense areas recently explored, each with its own Boss encounter, this is a great time for a more lighthearted adventure before tackling the rest of the game. This particular area requires a bit of work to unlock. You must get the affection levels of both BlackRose and Terajima Ryoko to 1000.

LOVE AND AFFECTION

It's one thing to say to raise the girls' affection levels, but that may not be completely helpful. For a bit more concrete help, try adding both friends to a party, then inundating each with gifts. The more and better items you give each character, the higher their affection rating soars. Giving them higher-level or rare items that they can actually use is the best, and can raise their liking for Kite rapidly.

Once you have the required affection levels, you receive an email message from each telling you about the same locale:



Sender: BlackRose
Subject: I'm off

001100110011010100101010011001001

Looks like there's a cool item at: Ω Raging Facing Mirrors Virgin. Wanna check it out?
Lotta things can happen, so don't you wanna get the good items and be prepared?

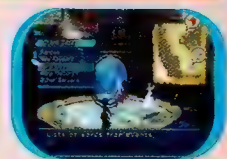


Sender: Terajima Ryoko
Subject: Please Help

001100110011010100101010011001001

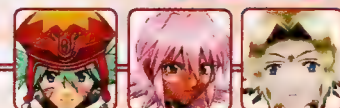
I heard that there is a very rare item at: Ω Raging Facing Mirrors Virgin.
I promise not to be a nuisance. Would you mind accompanying me for a second time?

Without a thought for any particular conflicts or just how each girl may react, he assumes that bringing both girls into the area is the best thing to do. Have everyone bring Water items—the Tri-Tips Axe and Divine Gloves are both good for the area. If BlackRose has one of the swords with a Wood skill, equip it. Kite should wield his strongest Thunder weapons.



Ω: RAGING, FACING MIRRORS, VIRGIN

RECOMMENDED PARTY: KITE, BLACKROSE, TERAJIMA RYOKO



AREA VITALS	
BATTLE LEVEL:	85
ELEMENT:	Fire
GRUNTY FOOD:	
Twilight Onion, Bear Cat Egg, Golden Egg	
ENVIRONMENT:	Grasslands
WEATHER:	Cloudy

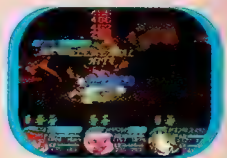
MONSTERS	
FIELD:	
Death Glare: Fire, Flame Maiden: Fire, Pazuzu: Darkness	
DUNGEON:	
Flame Maiden: Fire, Gob Machine: Earth, Neptune Medusa: Earth	

ITEMS	
AREA:	
Artisan's Soul, Avenger, The Fool, Hellstorm, Inferno Strike, The Lovers, Lumberjack, The Moon, Sacred Spear, Gott Statue Items, Hades Gloves, Golem Parts (X 2)	
MONSTERS:	
Alert Greaves, Commandments, Divine Gloves, Guard Solleret, Kiki & Lala, Raven Crest, Rivergod Spear, Sublime Stole, Suigetsu, Virus Core J, Virus Core K, Virus Core L	

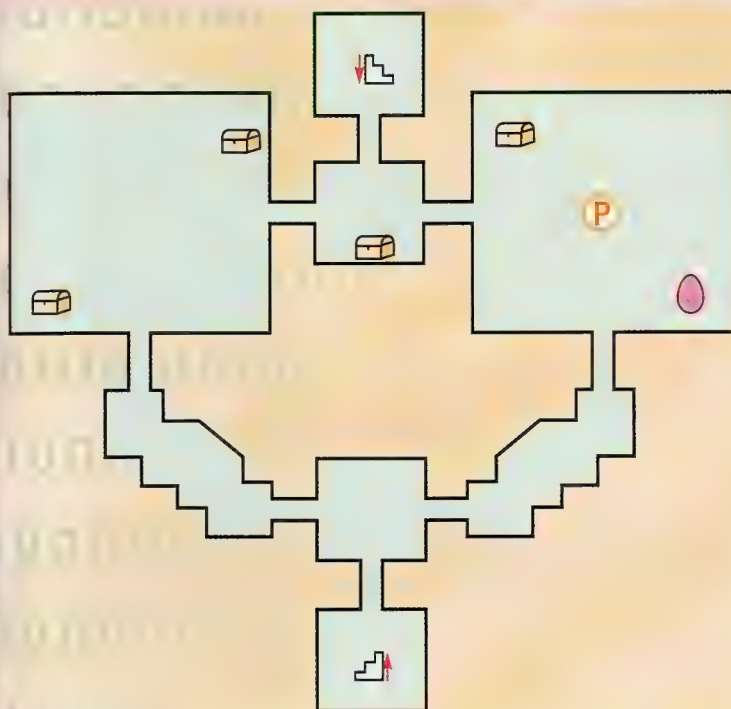


Neither girl seems completely happy with the situation, which comes as a surprise to Kite. It's a bit late for second thoughts, so head to the nearest Portal and begin to fight, or descend to the Dungeon if you don't need the extra Field cleared for your Books and Ryu and don't care about the items.

Despite the high Battle Level in the area's information, this locale is more a place to relax and collect a few last items before the endgame. The monsters on the Field are all familiar—the Flame Maiden, Death Glare, and Pazuzu. Set everyone to "Skills," or to "Attack" for the fight against the Death Glare, heal with Kite, and tear through as many of the Portals as you wish before tackling the short Dungeon.



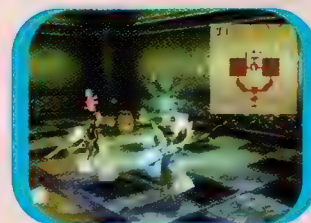
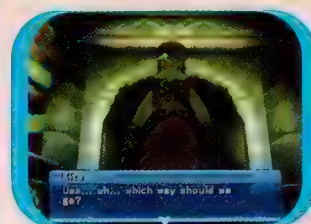
DUNGEON, B1



While the party fought without complaint throughout the Field, once inside the Dungeon the problems begin. Just after the entrance is a fork in the path, and BlackRose and Terajima Ryoko each have their own idea about which is the better way to go.

In the end it doesn't really matter which path you choose to take first since the level itself is a loop. Either direction leads through a slanted hallway, then into a large room with a Dungeon Portal and treasures. The west room holds two treasure chests, while the east contains a chest and a **Bear Cat Egg**. The two rooms each have an exit leading in toward the center, where one small room holding a chest connects the two sides. North from this room is the staircase leading down.

The monsters on this level are the Flame Maiden from the Field and the Gob Machine. Neither of these enemies is deadly, allowing you to continue through without much of a care in the world, save the tensions within the party.



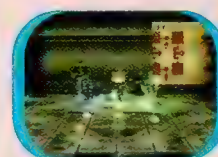
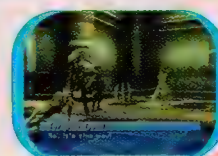
DUNGEON, B2



On the second floor, the girls cannot agree as to the best way to go. This time they're a bit more obviously annoyed, but the end result is the same. The choice of direction doesn't really affect anything, as the level is another loop and the choice doesn't have an impact on the girls' affection levels.

This time, two large empty rooms stand to the east and west. North of each room is an oddly-shaped hall with Dungeon Portal and a treasure chest on a pedestal in an alcove. North of that is another large room and Dungeon Portal, with the eastern version holding a **Bear Cat Egg**, and the west, a **Golden Egg**. In the center of these two rooms lies another of the small connecting rooms. The stairs lie to the north.

The monsters here are the same as on the previous floor with the addition of the Neptune Medusa. Watch out for the monster's charm, but other than that the fights should go smoothly, especially with a Wood skill equipped on BlackRose.



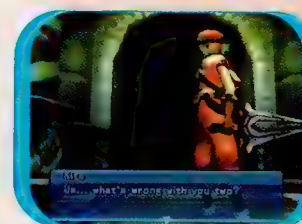
DUNGEON, B3



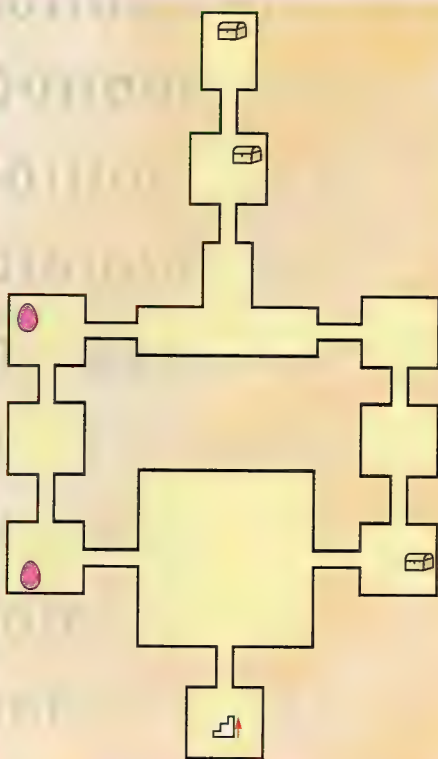
The same general scenario as before replays itself here on the third level, with even Kite realizing by this point that something is wrong within the party. The time is ticking down toward a show-down.

The floor stretches out in its loop to the south. To the east and west are more empty large rooms, with arched halls and a Dungeon Portal to the south. South from this is another of the strangely-shaped alcove rooms, again with a Portal. This time only the eastern room holds a treasure chest on its pedestal. South of each room is another large room with a Dungeon Portal. The western room makes up for the earlier lack with a second treasure chest. The small central room between these two large rooms holds a **Bear Cat Egg**, with the stairs to the north.

The fights on this level are the same as before, and this floor holds the last of the Dungeon Portals, making this a great area to completely clear without really breaking your stride or facing a great deal of risk.



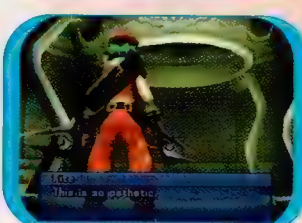
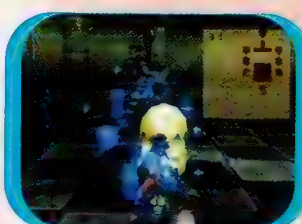
DUNGEON, B4



Down one more level the argument begins again, but this time the girls have had enough. They finally bring things to a confrontation. It comes to light that both invited the Twin Blade separately, and now Kite has to deal with the aftermath. BlackRose heads off to the right, with Ryoko heading left. Poor Kite is left alone to finish off the Dungeon.

The floor consists of three small rooms stretching north in a row to each side, with the first normal chest being in the room directly east of this first intersection. In the first western room is a **Golden Egg** instead. The room to the north-west corner holds a **Bear Cat Egg**.

This time instead of the normal small connecting room, there is a T-shaped hallway in between the two sides, with a branch running north away from the circle of rooms. Beyond the hallway is a small room with a chest, and to the north lies the Gott Statue. Loot the Statue alone and gain the usual three items from the special chest, then receive more special items beyond the norm: **The Sun Fang**, **Movie 97**, and **Movie 98**. Now with nothing left to do in the Dungeon and no sign of his friends, the poor Twin Blade returns to Lia Fail alone and dejected.



PRECIOUS GEMS

With all of the Virus Cores from the four "special" areas collected, it's time to head to the area revealed by Tartarga. At this point, it would be nice not to help out Moonstone. Head to Σ Server and invite him along to take care of whatever he needs. For a third, bring along Marlo, who is strong in attacks and defense while still having a few spells and attack skills.

To start out, equip Moonstone's Moon Knife, a weapon collected in an earlier volume. Otherwise, equip him with another weapon with Darkness abilities. Marlo should wield the Shichiyou, with its Darkness ability, and Kite should wield his strongest Darkness weapon, although he may wish to switch to something with a Wood attack from time to time. If Marlo doesn't have the Shichiyou, bring along something with a Water attack.



Σ : BREEZING, SAGE'S, WALKWAY

RECOMMENDED PARTY: KITE, MOONSTONE, MARLO



AREA VITALS	
BATTLE LEVEL:	85
ELEMENT:	Thunder
GRUNTY FOOD:	
Mushroom, Invisible Egg, Golden Egg	
ENVIRONMENT:	Grasslands
WEATHER:	Stormy

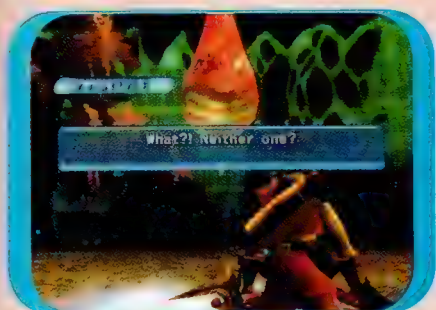
MONSTERS	
FIELD:	
Drygon: Thunder, Lich Lord: Thunder, Neptune Medusa: Earth	
DUNGEON:	
Starfish: Water, Deadly Glare: Fire, Drygon: Thunder, Lich Lord: Thunder, Neptune Medusa: Earth	

AREA:	MONSTERS:
Aqua Hands, The Fool, Frost Solleret, The Hanged Man, Ice Leg Mail, Ion Strike, The Lovers, The Moon, Plasma Gale, Raging Plasma, Sea Greaves	Alert Greaves, Dharma Wand, Guardian Blade, Guard Solleret, Kiki & Lala, Killer Hauber, Night Ape Hood, Raven Crest, Shichiyou, Virus Core K, Virus Core L
Gott Statue Items	
Marine Spear, Scarlet Plate (X 2)	

There are three monsters that you've faced before, but they can still be dangerous. The Lich Lord requires mostly diligence and a quick switch to the "Attack" setting, and the Neptune Medusas aren't too bad if you remove charms with Restoratives immediately. Wood skills or spells help with these second monsters.

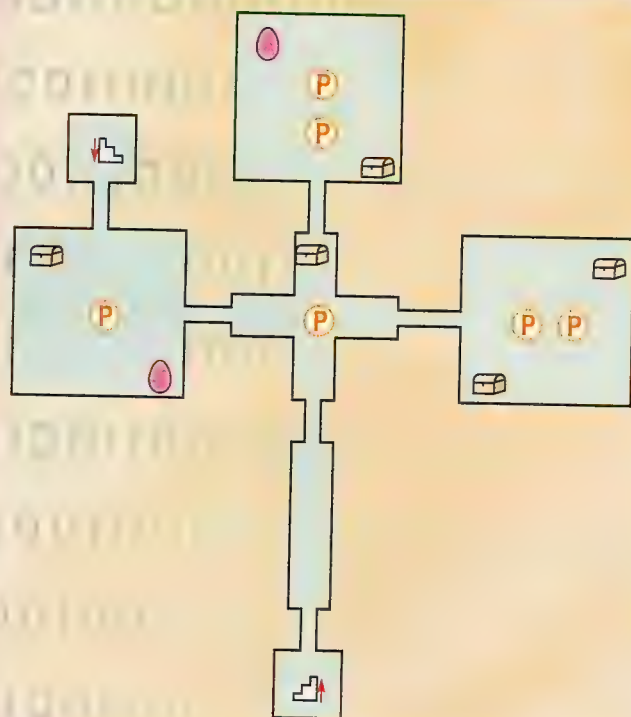


Unfortunately, there is one more Field monster left, the Drygon. The main problem here is that Moonstone is just too weak to withstand the Drygon's strong breath attacks. Kite should hold back and heal the party and be prepared to constantly resurrect Moonstone during the fight. Marlo shouldn't die as easily, and he can keep using his own Darkness attacks to take down the Drygon's HP.



Because of the danger of the Drygon, this is a good Field to skip most of the Portals and head straight for the Dungeon, after a quick trip to the Spring of Myst. This Spring is on a lower server, so the spirit is a Grandpa Lv 4, which can't handle any of the better equipment, but it can still provide a Golden and Silver Axe.

DUNGEON, B1

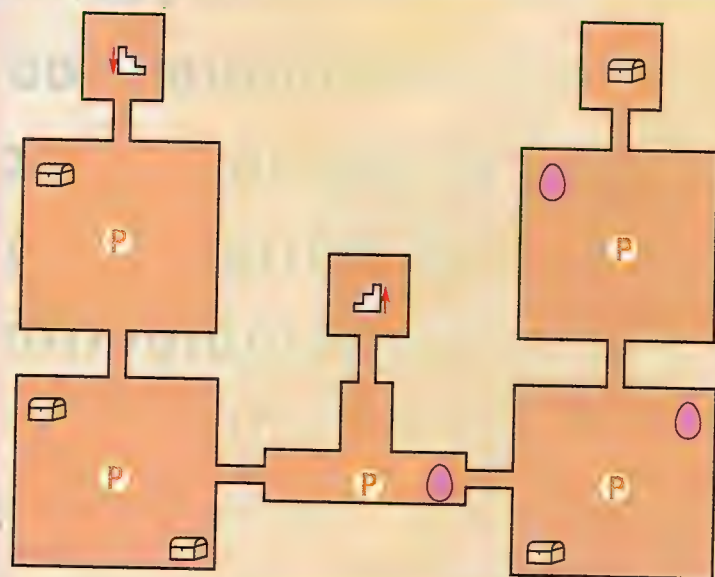
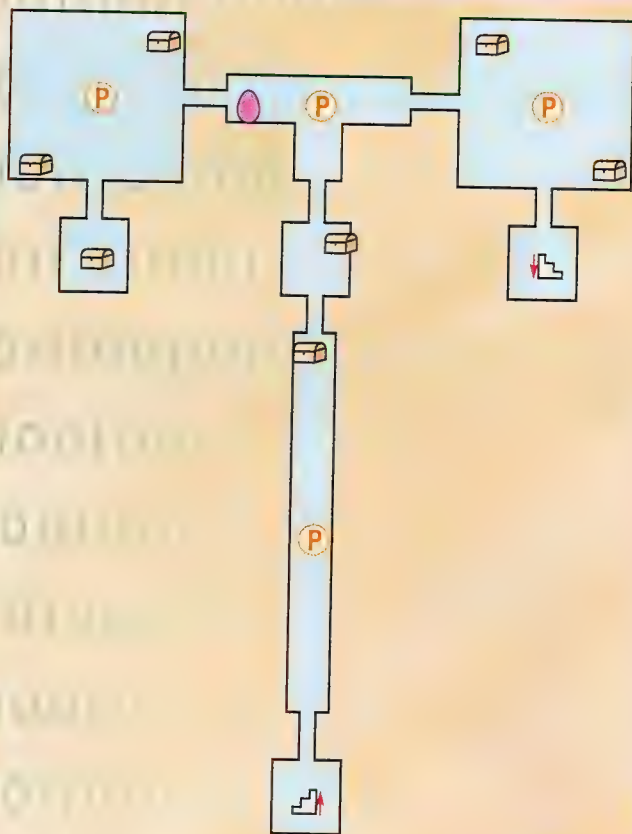


The foes within this level are the same as on the Field. From the crossroads that you first enter, head east, then north to explore two Double-Portal rooms with a few treasures found there. At this level, you should be able to handle the extra enemies without the entire party dying at once. Watch everyone's status carefully. If you are unlucky enough to trigger two Drygons at once, keep Kite back out of the way and use Resurrects to revive instead of Rip Maen if it looks like both party members are going to fall at the same time.



Once those two large rooms are explored, return to the intersection and move west into another large room, this time with only one Portal to guard its treasures. Continue north out of the room and head down to the second floor.

DUNGEON, B2, B3



Before heading into the areas with Portals, equip Marlo with a weapon that has a Water attack ability. This floor reintroduces the Deadly Glare, and the best way to fight it is to set your party to "Attack" (Moonstone should use "First Aid") and allow Marlo to use Water skills on it.

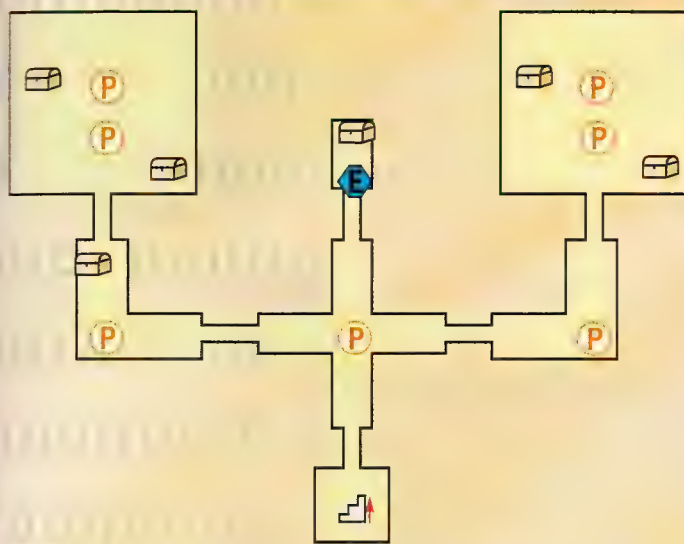


Head north to the intersection and go west to explore a large room and the storeroom to its south. Return to the crossing and go east, with the southern exit this time leading to the stairs to head further into the Dungeon.

Down on B3, take the eastern exit from the intersection to explore two large rooms one after the other, then a storeroom at the end of the chain. Back at the intersection, the western exit takes you through the same layout as on the other side, with the stairs to B4 taking the place of the storeroom.



DUNGEON, B4



From the stairs, head north into a small crossroads and take both the eastern and western exits to explore a hallway and large room to each side. These two rooms hold two Dungeon Portals each, so they're risky. Things are actually made a bit easier with the reappearance of the Dark Starfish in this Dungeon level. The monster's spells can begin to wear down your party over a short time and you must watch out for its paralyze ability, but overall it's not a big threat on its own, and doesn't make things much worse when fighting multiple creatures.



With both sides of the level explored, head north to loot the Gott Statue.

With the **Marine**

Spear now in hand, Moonstone speaks

up again, asking for the item that he cannot even personally use. The mystery is explained in a cut scene, and Moonstone gains a new Member Address, although this doesn't do Kite any good. In appreciation Moonstone gives Kite the rare **Prepare to Die**, a high-level Twin Blade weapon with strong Fire attacks.



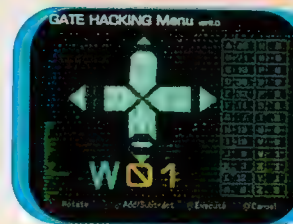
INTO THE DEPTHS

It's time to explore the one remaining area left on the Word Lists: Δ Server, where Harald may or may not be lurking.

One of party member has been chosen, and for the third member Wiseman is a good choice. Equip BlackRose with The Sun Fang, while Wiseman should have a Wood spell and a Thunder spell. If he doesn't have the proper item, pick up some Greaves of Awe within the upcoming area, which have a strong Wood spell. A Water spell for Kite, Wiseman, or both also comes in handy, although it's not required. You also should have a Darkness weapon for Kite or wait to Drain one in the upcoming area. Bring along a weapon with a Thunder spell, for battles against the monsters later in the Dungeon.

Stock up on healing items, since the Dungeon is long and contains tough fights. Items with Rig Gaem and Rig Seam are useful in all areas, but more so here than ever before. Save after your preparations, just before heading into the area.

Once you're ready, unlock the Gate using the five special Virus Cores picked up in the game so far: Virus Cores W, X, Y, and two Virus Cores Z.



Δ: REINCARNATED, PURGATORIAL, ALTAR

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN



AREA VITALS	
BATTLE LEVEL:	90
ELEMENT:	Fire
GRUNTY FOOD:	
Twilight Onion, Bear Cat Egg, Golden Egg	
ENVIRONMENT:	Scorching
WEATHER:	Cloudy

MONSTERS	
FIELD:	
Dalaigon (Data Bug), Earthman Drill (Data Bug)	
DUNGEON:	
Dalaigon (Data Bug), Conqueror (Data Bug), Dark Lord: Darkness, Dark Starfish (Data Bug), Drill Idol (Data Bug): Thunder, Earthman Drill (Data Bug): Earth, Flame Maiden: Fire, Pandora's Box	

ITEMS	
AREA:	
Aqua Guard, The Death, Defense Sword, Fire Tempest, Fishing Gloves, The Fool, Frost Anklet, Frost Bracer, Fuse Blades, Hands of Water, The Hanged Man, Ice Helm, Ice Hunter Cap,	The Lovers, Meteor Swarm, The Moon, Resurrect, Snow Panther, Winter Coat

Each individual combat itself isn't bad. Between Wiseman's healing power, and the right tactics, you can destroy the foes without much danger. However, the entire area is packed with Data Bug monsters, which means you MUST use Data Drain to kill each foe. Unless you are careful, Kite's Infection Level builds up quickly and stays high throughout the Dungeon.

There are a few things that you can do to minimize this risk. First, get out of the Field as soon as possible. There are good items to be had from the Data Bug monsters, but these foes are in the Dungeon as well. If you really want some of the items that they have, do a partial run through the Dungeon to get items, exit the area and come back later. For the complete Dungeon trip, minimize the amount of Drains that you must perform. Second, avoid areas of the Dungeon that you don't need to explore. Even if you normally trigger every Dungeon Portal, this is not an area where you want to do that. You can leave the beaten path to pick up items in storerooms and other places without Dungeon Portals, but avoid areas with extra combat that you don't need to face. Finally, don't Data Drain the "normal" enemies, at least not during the attempt to complete the Dungeon.

The Dalaigon, when corrupted, has no Element, so just wear it down with your strongest attacks. It is one of the dragon types, with a breath attack, but it doesn't hit as hard as some of its relatives. Set your party to "Skills" and let everyone attack for a few moments, but when party members start taking damage, set Wiseman to "First Aid." Once the creature reaches Protect Break, use Data Drain and strip away its protection. Now just wear down the Dalaigon underneath, preferably with Water spells.

In its corrupted form, Earthman Drill is immune to Magic. Set your party to "Attack," and put Wiseman on "First Aid" for the time being. Even in this form, the foe is weak against Wood, so attack with Orchid Dance. Between this and the Wood ability on BlackRose's Sun Fang, even a solid monster reaches Protect Break quickly. Drain it, and immediately switch your party to "Magic," as the uncorrupted form of the monster is immune to Physical. Heal with Kite or BlackRose if needed, but otherwise just hit the foe with spells.



DUNGEON, B1

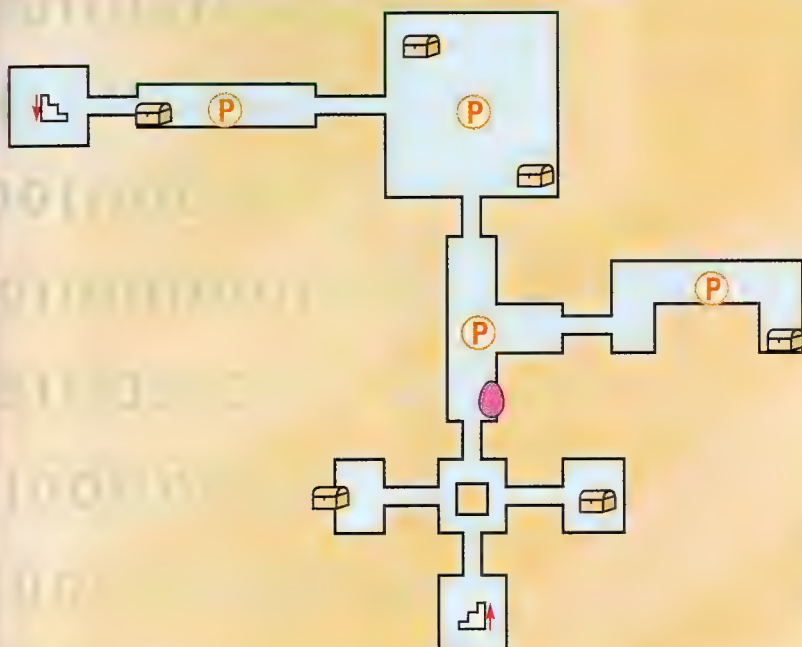


On the first floor of the Dungeon, you start running into the fights that you can't avoid, so monitor your Infection Level. Avoid the fights that you don't need to face, and consider skipping some storerooms. This is a long Dungeon and you may wish to just keep moving, and the items in the chests are for the most part low-level items that just clutter your inventory. There are a few gems, and the recovery items within the breakable items can always come in handy. It's best to check the storerooms only where you don't need to face a fight to reach them.

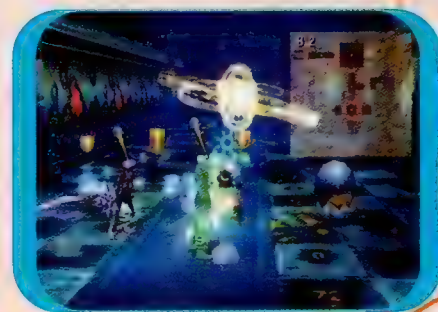
For this first level, the foes are the same as on the Field. After the first Portal head west to the storeroom, then move north to the next Portal and intersection. East is another storeroom, then west you find a Symbol to trigger and make your characters stronger for the next few battles. Return to the center room and continue north until you reach the stairs, taking them down to the next level.



DUNGEON, B2



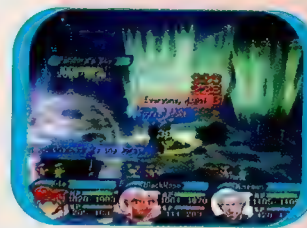
Two small rooms flank the first intersection. The east is a normal storeroom, while the west holds a treasure chest. Continue north to reach the first Dungeon Portal of the floor, where a door exits to the east. Ignore the door, which leads to a room with a chest, but requires triggering a Portal to reach it. Head north, then west, and take the stairs down to level B3. Along the way you may start to run into Flame Maidens, which is good for two reasons. First, the fights are easier than many you face in this Dungeon. Second, because they are normal monsters they help you to lower Kite's Infection Level.



DUNGEON, B3

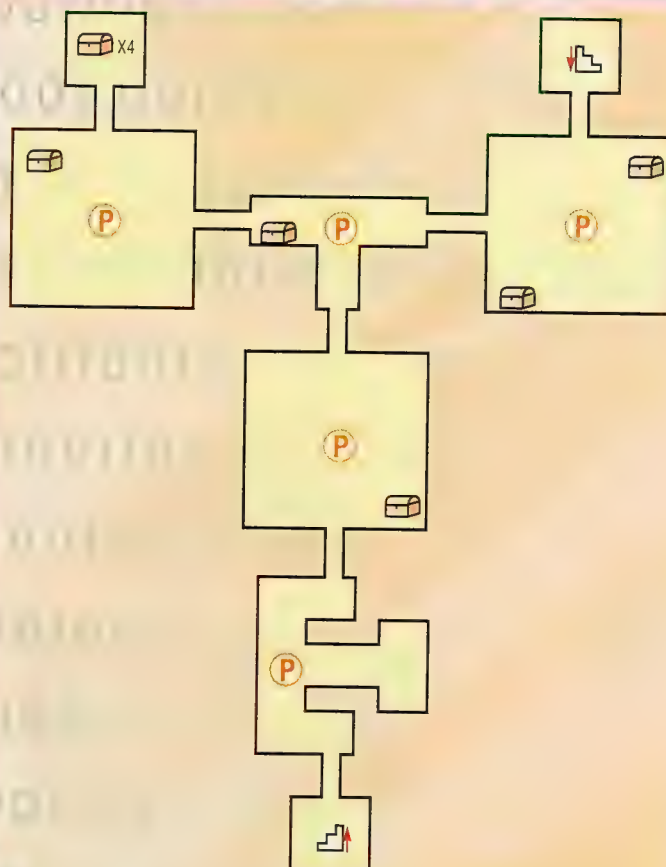


As soon as you leave the entrance to B3 you must open another Portal. The Pandora's Box is new enemy, and trickier than the Flame Maidens that may show up along with them. This treasure chest-shaped monster is immune to Physical attack. Set your party to "Magic" and have Kite heal as needed. Watch out for the confusion that the Pandora's Box inflict on party members. Use a Restorative as soon as somebody is confused. If Kite is afflicted, set BlackRose to "First Aid."



After the first Portal, move north to a storeroom, then west to trigger another Symbol. From the initial large room, head south, west, and north along a small arc with three separate Portals to reach the next large room. This is the last Portal for the level, storerooms remain to the east and west of this last large room, but without any Portals to trigger. Just to the north is the stairway, leading you to level four.

DUNGEON, B4

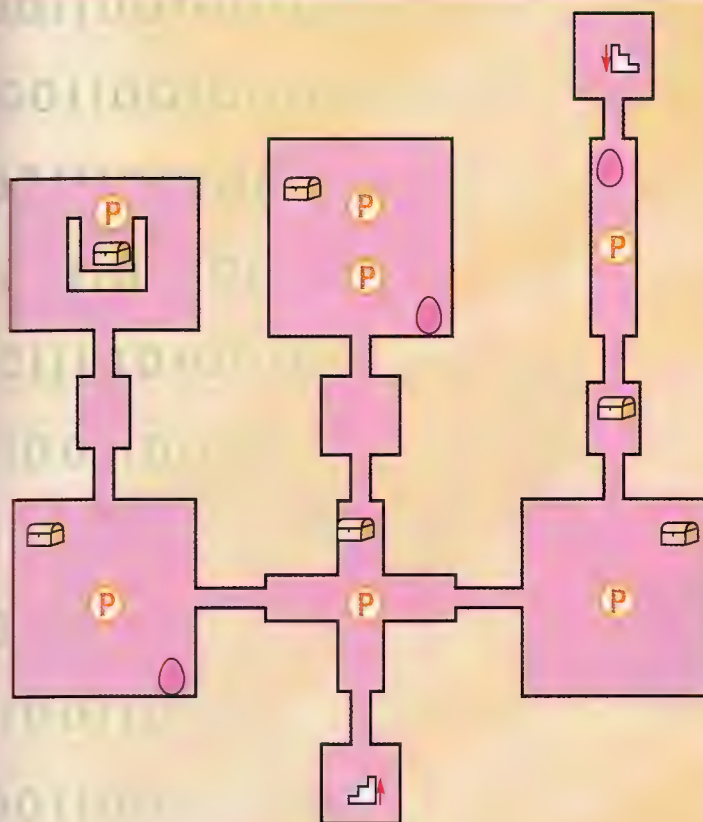


This level brings a new enemy, but it's another Data Bug. The corrupted Drill Idol is a Thunder-based monster with strong attacks. Wield the Sin of Hades or strongest Darkness weapon. Set your party to "Skills" and set Wiseman to "First Aid" to take care of any damage done. Use your strongest Darkness attack against the foe. The Evil Twin attack can bring the Data Bug nearly to Protect Break after just one round of attacks.



For a few rooms there is only one path to take, with a few Portals to trigger along the way. To the north is an intersection. There are treasures to be had to the west, but also a fight that you should avoid. Head east instead, where you must trigger one more Portal before heading north and down the stairs.

DUNGEON, B5



At the first intersection there are three paths, but each leads to more fights, so just take the eastern door which leads along a path strewn with two more Portals on the way to the next set of stairs.

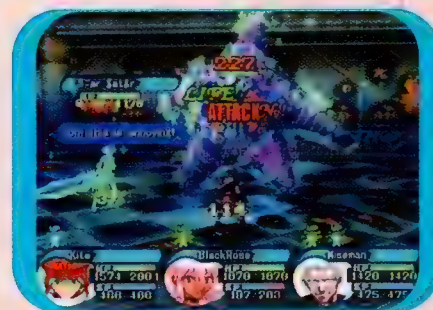


DUNGEON, B6



Two paths reach around to east and west, meeting again at the north to form a circle. Each side leads through the same number of Portals and holds one treasure chest, so take either one. When you reach the meeting point of the two paths head north, and down the stairs.

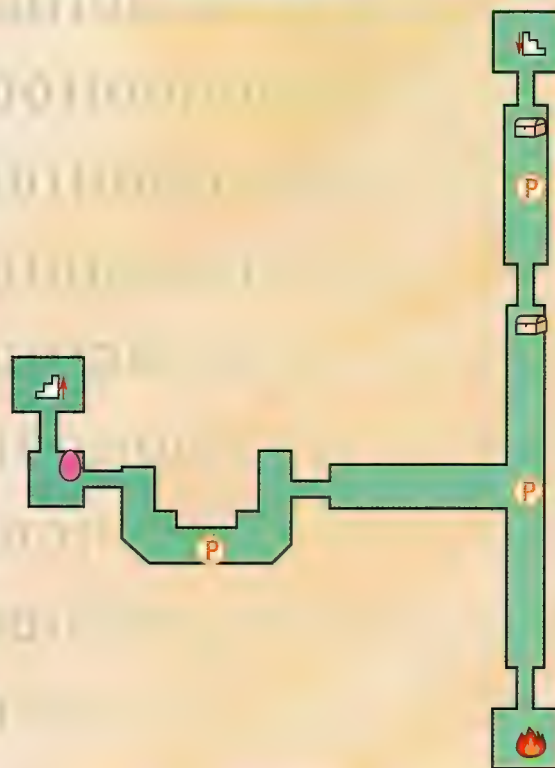
The corrupted Dark Starfish starts to appear here. The main thing to watch out for is its paralyzing spells. Its other water spells can be dangerous if they build up their damage, but a Phal Repth now and then can get rid of that problem.



DUNGEON, B7, B8



Head directly north through the intersection entered at the beginning of the level, after which there is only one path winding around to the stairs leading downward. The eighth floor is fairly simple in layout. Follow the path eastward until you reach the intersection, move south to trigger the Symbol in a storeroom there, then head north until you reach the stairs leading down.

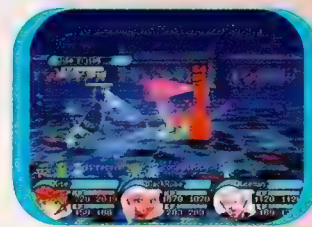


The eighth floor introduces a new enemy, the Dark Lord. This foe is a Darkness version of the various Lich monsters, meaning that it can only be hit by Physical attacks. Set your party to "Attack" and set Wiseman to "First Aid." The good news is that the foe is not a Data Bug, so you may have the chance to work your Infection Level back down.

DUNGEON, B9

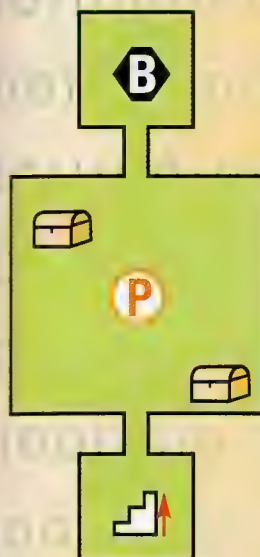


During this level, start watching the Portals carefully. Corrupted Conquerors appear in groups, hit hard physically, cast powerful Darkness spells, and in their "normal" forms they can revive each other. As Data Bugs, they have no elemental affinity, and nothing to exploit. As soon as you see these enemies appear, set your party to "Skills" and Wiseman to "First Aid." Attack the same monster that BlackRose does and watch everyone's status. Use a Restoration Potion or Healing Elixir when someone's HP drops low, and if someone dies before you can heal them, use a Resurrect. These enemies hit so hard and so quickly that Wiseman probably can't handle the healing all alone. If he is the one who dies, use an Artisan's Soul or other strong SP restorer as soon as the red leaves his character portrait. Once you manage to Drain these foes things look a little brighter. Use Thunder attacks to finish off the normal form. There is one other bright spot; the enemies may drop a strong Wavemaster staff called the Banyuinyoku.

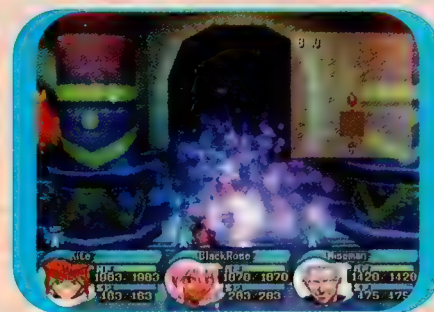


To get through this level as quickly as possible, head north from the entrance and go east at the intersection. From the large room that you reach head north, then at the next T-shaped intersection go west. This path takes you quickly to the stairs.

DUNGEON, B10



On this final level, there is only one Dungeon Portal left to face. Once you clear it and collect the treasures, head north to the purple flame flickering. Cast available Strengthening spells, heal everyone, and equip the strongest weapons available.

BOSS FIGHT:
CUBIA

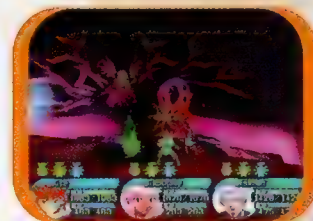
level	99	ppp	None
hp	5000/6000/7000/4000/9999	sp	999
element	N/A		
skills	Abaddon's Terror, Ark Bullet, Armageddon, Chaos Gehenna, Jihad, Legion's Reach, Sephira Returner, Sodom's Curse		
reward	None		

This Cubia fight takes place in a confined space, but rather than the disc of the former fights, this time you're battling on a narrow walkway made up of some of Cubia's "tendrils." The first few fights are against the Cubia Cores, but they don't automatically appear one after another. You yourself must trigger each fight.

The Cubia Core battles begin when you touch the strange pink glyphs glowing on the walkway. As soon as you do so it vanishes, and the first Core appears.

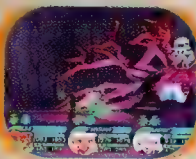
Other than the method of their triggering, the Core battles are the same as before. The Cores cycle between Physical and Magical tolerance, each cycle ending as the Core reaches a certain HP threshold, and with Cubia making an attack between each. The Gomoras appear with the Core to heal it, attack your party, or otherwise fulfill their functions. The difference here is that with Wiseman's help, the Magic portions of the battle aren't as long, and it isn't as hard to stay ahead of the Repth Gomora.

For each Core battle, set your party to "Magic," and cast your strongest spells, stopping only to restore any Strengthening spells that have worn out for your party members. Rig Gaem and Rig Seam are useful for all of these battles against Cubia, as they continue restoring HP and SP even while Cubia is performing a dramatic attack. Watch out for the usual suspects: Legion's Reach, Jihad, and the like. The addition here is the attack called Sodom's Curse, which hits for a hefty bit of damage, so you may need to watch Wiseman, who can get dangerously low on HP. Once the first cycle ends and the Core goes to Magical tolerance, switch your party to "Attack" and put Wiseman on "First Aid" just to be safe.



BOSS FIGHT: CUBIA (CONTINUED)

The first Core has 5000 HP overall, while the second has 6000 and the third a total of 7000 HP. Each "cycle" occurs after around every 1500 HP lost. There is no attack from Cubia as you defeat each Core, but the combat stops for a moment to give you the chance to heal and restore Strengthening spells. When you are ready, trigger the next Glyph to begin the next fight.



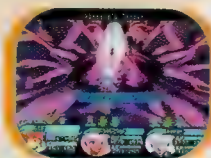
The normal pattern continues until you defeat the third Cubia Core. At this point, nothing stands between you and the monster itself. As Aura said, it does not seem to be ready to run for once, so stop refresh your spells before continuing. Step up a bit further on the walkway to the glowing blue "wall" to gain a quick glimpse of your next target, a glowing "heart" at the center of Cubia.

For this stage, Cubia has 4000 HP that you must take down. Like the fights against the Cubia Cores, this battle goes in segments, with Cubia stopping to perform an attack between each. Unlike the Core fights, Cubia does not have any tolerances, and you can set your party to "Skills" to use your best attacks at all times. The Gomoras are summoned again to perform their various tasks, but this time no Repth Gomora make an appearance.



Because of the lack of the Repth Gomora or Tolerances on Cubia's part, the combat cycles go by quickly. Cubia only has 4000 HP total in this phase, and goes into an attack after every 800 HP lost. It's best to set Wiseman to "First Aid" for each part of the fight. You don't really need his help to take Cubia down. If you're not cautious, you can find yourself concentrating too much on attacking, and having your party severely damaged or even wiped out from taking too many of Cubia's special attacks in a row without healing. Remember to reset everyone's instructions each time the combat stops and Cubia performs an attack.

Between each cycle of attacks, Cubia performs the usual attacks and adds another to the mix. Abaddon's Terror doesn't actually damage your characters, instead it adds one or more status inflictions at random to each party member. The problem occurs if everyone gets a status such as paralyze, sleep, or confusion at the same time. Watch carefully at the end of each Abaddon's Terror to see who gets which status effects. If Wiseman is incapacitated, have Kite cure his status ailments, or set BlackRose to "First Aid" temporarily to take care of everyone. If the entire party is incapacitated for a while, watch carefully for any of the three to come around long enough to set them to "First Aid," or, in Kite's case, to start healing manually.



When the last of the 4000 HP disappear, the fight stops. Cubia does not attack at this point, but neither does the party get a chance to heal and strengthen itself. There is a short cut scene as Cubia roars in pain and regroups, then the final stage of the battle begins.



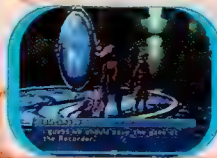
For this last fight, Cubia has 9999 HP and stops to attack after roughly every 900 that are lost. The strategy for this fight is the same, with added patience for this long battle segment. Watch out for the Armageddon attack, another skill that inflicts a large amount of HP damage at once. This attack isn't enough to kill your party members outright, and with Wiseman on "First Aid," you don't lose more HP at once than you can handle.



As Cubia's HP drop to zero this one last time it seems that your party must be victorious. But the powerful enemy has one more trick, a skill called Sephira Returner. This restores all of its lost HP, from zero right back up to 9999, wiping out all of the damage you've managed to do thus far. With such a skill at hand it seems like you cannot win against Cubia.



Kite remembers Aura's words, and realizes how he can put them to use. If Cubia and the Bracelet are connected, then destroying the bracelet should destroy the enemy as well. In any case the party soon finds itself back on the normal Field of the area, and a bit lost as to what to do next.



After the cutscenes, save at the Recorder. Take care of any other business that you have remaining in this and other towns. When you are ready log out or head to another town and come back to talk to BlackRose beside the Chaos Gate. Answering "yes" to her query immediately moves you to the meeting, and what follows. Be prepared because this is it. There is no turning back after starting the meeting.

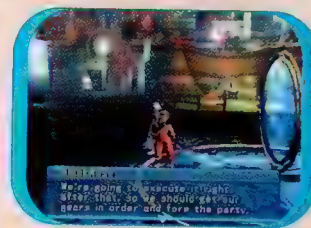
FRIENDS AND FOES

Speaking to BlackRose prompts you to select a party. While this may seem to be jumping the gun a bit, it's because you won't have a chance between now and the final battle to form a party. In other words, be prepared for the worst before you head into the meeting.

When it comes time to actually choose the characters for the final showdown you don't have a choice about your second character. For the third, Balmung is a possibility, but Wiseman works better. Because of strong area attacks, it's best to use a Wavemaster to cast spells from a fixed location, keeping your magic-user and fighter separate.

THE FINAL BATTLE

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN



FIRST FORM

This battle is a series of three separate fights. After defeating each form, a new one appears, giving you basically three tough Boss fights in a row. In addition, there are different stages to some of these battles, meaning that your strategy is constantly shifting as you fight.

In this fight, Kite once plays the role of Healer while BlackRose should attack physically and Wiseman should use powerful magic. Set the party to "Skills" as soon as the fight begins, cast any Strengthening skills that you can, then cast offensive spells between healing and reviving party members. As in many of the fights in this volume of the series, resign yourself to the fact that characters are going to die often in this fight. Your job is to keep this from happening more than necessary. Revive and restore SP as quickly as possible, and keep everyone from dying at once.

Corbenik's first form is one shaped like a giant peanut floating around the battlefield. One thing that it does early, and continues to do throughout the battle, is to launch a group of Corbenik Seeds that lie on the ground for five seconds before exploding in a damaging ball of fire. These seeds are immune to the wide-area magic spells that might otherwise take large numbers of them out in one go, and there are too many to destroy with physical attacks in the short time given. When you see them launch, guide Kite away from where they land. Keep anyone near the Seeds healed to the maximum before they explode. Your party members shouldn't die unless they are close beside multiple Seeds.

Aside from launching its Seeds, this first form of Corbenik has other attacks. The strangely shaped foe can slam its body into the ground, sending out a shockwave of damaging energy in all directions. In this case, Corbenik uses three "bounces" in a general area, and if all three attacks connect with one party member, that character is likely to fall. When you see the enemy begin to perform this attack, keep Kite away from the danger zone and be ready to heal or revive.

BOSS FIGHT: CORBENIK

level	99	pp	None
hp	10,000/25,000/27,000	sp	999
element	N/A		
skills	First Form PhaJuk Zot, Seed Launcher Second Form Cruel Exploitation, Fierce Flash, Malicious Quickening, PhaJuk Rom, Suvi Lei Third Form Call Seekers, Data Drain, Grand Complication, Vivid Purification		
reward	None		



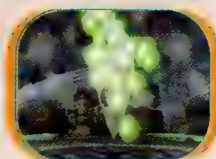
BOSS FIGHT: CORBENIK (CONTINUED)

PhaJuk Zot is another of the more common attacks. This powerful Wood spell covers a moderate area of ground and most likely kills its target. If any other characters are within the range of the spell, they take damage as well, possibly ending up on the brink of death. This is one of the reasons to use Wiseman instead of Balmung. If Wiseman is hanging back and casting spells, he's not likely to be close to BlackRose.



SECOND FORM

Once you've managed to take away the first 10,000 HP, the monster morphs into its second form. Now in the shape of a pair of overlapping leaves, Corbenik has a whole new range of skills. Use the "Skills" setting while Kite heals and revives, but be ready to react to a new set of dangers.



Corbenik can use abilities against the entire party at once. With just one invocation of the Suvi Lei spell, all three of your characters may be paralyzed at once. Fortunately, with the length of time that most of Corbenik's skills eat up, the enemy shouldn't get in too many attacks in the time the party is paralyzed and the time the spell fades. Watch for the paralysis to fade, then move quickly to restore everyone to health.



This second form of Corbenik also slams into the ground, but it is only one attack, and not the three "bounces" of the first form. If you don't heal your characters after the attack takes place, the extra damage could be enough to push them over the edge into death if a skill or spell is used as a follow-up.



One of Corbenik's more damaging attacks is Malicious Quickening. Here a circle of leaves surrounds one character, then all fly in to do repeated amounts of damage. The total damage for this attack tends to be just over 1000 HP, which means that a fully healed character probably isn't going to die, but you still need to move quickly to heal him or her.



Another of these special skills is Cruel Exploitation, and this one is worse. This attack focuses on one character and tends to do more damage, sometimes nearly 2000 HP worth in just one attack. In addition, this is a Life Drain attack, which heals Corbenik at the same time. The bad news doesn't end there. This ability drains SP along with HP, meaning a quick use of an Artisan's or Emperor's Soul is in order, to restore SP to functional levels.

Watch for this general pattern: Suvi Lei, to Malicious Quickening, to Cruel Exploitation, to PhaJuk Zot, and back again. Between these heftier attacks, Corbenik continues to strike with normal blows. Don't get too tied to this pattern however. It's not always a strict cycle of attacks, and Corbenik may vary from it at times, so just use it as a general guideline.

After Corbenik has lost about half of this form's HP, he starts to use a skill called Fierce Flash. This spell looks like an impressive area-effect ability that damages your party, but it is another single-target skill. It performs one great chunk of damage.



As Corbenik's leaf form nears death, it makes one last-ditch effort to protect itself. It calls forth an impervious shield, which blocks any sort of damage. This looks bad, but just keep healing your allies while they attack, and soon a cut scene begins. Continue to heal, Strengthen, and revive, and after three or four more of the monster's attacks another cut scene should trigger. Now with many friends supporting the team, your characters manage to shatter the protective shell, triggering the monster's change to the third and final form.



BOSS FIGHT: CORBENIK (CONTINUED)

THIRD FORM

Just as the first form could create new "monsters" in the form of Seeds, this third, eye-shaped form pauses every so often to call out three spherical monsters called Seekers. If you are facing Corbenik, from left to right as they are first summoned, the enemies are: Hell Seeker, Varias Seeker, and Repth Seeker.

The Varias and Repth Seekers use status affecting and healing spells, while the Hell Seekers damage your party. The damage done by the Hell Seeker can be absolutely devastating. Attack that Seeker with normal attacks or a short-lasting attack skill as soon as the spheres appear, continuing the attack until the Seeker is dead. Quickly attack the Repth Seeker next, to prevent it from healing anything, and finish up with the Varias Seeker. Until all three Seekers are dead, hold off on attacks on Corbenik. Use magical skills if you must, as this damages the Hell and Varias Seekers, but the Repth Seeker is Magic resistant and must be destroyed hand-to-hand.



When you're not focused on destroying Seekers, use the same general strategy from the first two fights, except for approaching Corbenik and having Kite attack with physical strikes. There are some area attacks performed by the monster, but these tend to reach all corners of the battlefield anyhow. In general, the enemy is fairly slow and pauses for a while between attacks, so it's good to move in to gain the extra strikes.



Watch out for "bombs" of energy that the floating eye launches. These quickly explode to send out shockwaves toward the party. This is now Corbenik's "normal attack," but it's not extremely damaging. It does call for a quick Phal Repth, just to keep any other more damaging skills from finishing off your party while their HP are slightly down.

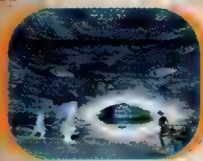
This time around, the monster uses a skill called Grand Complication. A sea of eyes surrounds the party and emits beams of energy. These beams strike all over the battlefield, damaging the entire group for around 600-1000 HP. If your characters are healed, this shouldn't be fatal.



A second Field-wide effect is Vivid Purification. Here the giant eye floats high into the sky and shoots a single beam of light, which impacts on the ground and bursts forth into an explosion of around 1000-1400 damage for each party member.

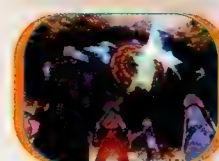


You may have noticed that the Data Drain skill was absent from this fight, but with the Corbenik's third form that changes. Corbenik begins to use Data Drain to remove half of a character's HP and inflict many status abnormalities. Handle this as you would in any other fight (with a Restorative and an Antidote), then heal the stricken character. If Kite is the one afflicted, set the rest of your party to "First Aid" temporarily, just until Kite is back to normal.



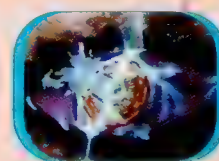
Once Corbenik loses half of its HP, another complication arises. A new cut scene begins, this time showing the server's loss of stability. After this brief pause, the battle continues.

Often such a pause would signal a change in tactics on the foe's part, but this time things continue as before the break. Continue fighting the enemy just as you did for the first half, and take its HP down the rest of the way.



Of course against such a powerful foe nothing can be quite this simple—just when the monster seems to be done for, it turns out to have one more trick up its sleeve, one which could devastate the party and turn the tide of events once more. But through all of the party's struggles and with all of the friendships forged, could this truly be the end?

The game doesn't truly end here, even though this is the last volume in the series. Don't turn the console off when you reach the final credits. Watch through them, including the cut scene taking place in the middle. Once all of the credits have finished rolling, you gain more items for your Desktop, then you should save your game to the Memory Card to gain the Save Flag that shows you've completed the game. Now when next you log in you receive new emails from various friends, including some leading to yet more areas to explore. See *Side Quests* and *Secrets* for more details on what comes after the game completion.



SIDE QUESTS

Some Side Quests are new to this volume, while others continue from earlier games. New or old, this section provides a few pointers on how to play a complete game.

GOBLIN TAG

Stretching all the way back to volume one are the Goblin Tag challenges. Here five different goblins per game challenge Kite to defeat them. In return they reward the Twin Blade with unique Goblin armor, with all pieces uniting together to allow a powerful summons. The first challenge is found on the Board, even if you are a new player starting with this volume. As you defeat each goblin, the next in turn posts its challenge, although you must reach a certain point in each game before some of the challenges can be posted.

ROUNDS ONE THROUGH FIVE

The first five rounds of Goblin Tag are more straightforward than later rounds. In all rounds, use a Speed Charm to match the speed of the goblins, then just whittle the opponents down with physical attacks. With Albert especially, it may be a good idea to get a Wood-based attack skill and use it against him, while the more complex skills are almost required in order to keep on top of Martina's HP regeneration. The rewards for these rounds of Goblin Tag are the normal **Goblin Set** (Cap, Gloves, Mail, and Boots) and the **Imp's Pin**.

ROUNDS SIX THROUGH TEN

The Speed Charm is still useful in most cases, but starting with the sixth round, the goblins no longer freeze up when hit with complex attack skills. Most of the enemies can be taken down with Wood spells or scrolls. For Martina R, remove her Magic Tolerance using Beast's Bane or Dek Vorm. Put her to sleep using The Moon or a spell such as Mumnyn Lei. This doesn't last for long, but it buys you just enough time to use strong spells against her. The rewards for these next five rounds of Goblin Tag are **Goblin A Set** and **Imp's Praises** Key Item.

ROUNDS ELEVEN THROUGH FIFTEEN

Beginning with round eleven, Kite must defeat three "cloned" goblins instead of only one. They are all faster than before, with the strengths of the previous five rounds. Use Speed Charms to match the goblins' speed, then angle when they begin to turn to cut them off and get in a few strikes. Warrior's Blood potions to increase Kite's attack power can help make the fights slower. In addition, Stehoney (round eleven) and Albert (round fourteen) are vulnerable to methods of being put to sleep. For Martina's fight, bring some method of putting her to sleep along with Dek Vorm or a Beast's Bane scroll to remove her Magical Tolerance, then cast strong spells on her. Defeat all five goblins to earn the **Goblin S Set**.

ROUND SIXTEEN: STEHONEY X

Σ: DETESTABLE, ELUSIVE, SUNNY DEMON

AREA VITALS	
BATTLE LEVEL:	68
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin
ENVIRONMENT:	Leaf Mold
WEATHER:	Cloudy

MONSTERS	
Stehoney X (X 3)	
ITEMS	
Goblin Cap Z	



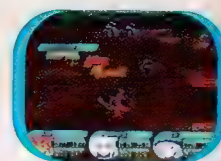
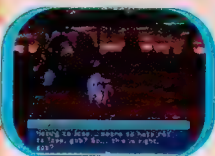
Goblin Tag versions available, and this game is no different. Now, you are encouraged to bring friends along rather than to come alone.

For this fight your main weapon is fast-acting, high-level spell. This is a good time to bring along the newly integrated Elk, although the party composition this time around isn't all that important. The foes go down quickly, regardless.

As in the last game, the goblin is actually three cloned versions of the same goblin, all of them fast on their feet. Unlike most monsters in the normal Fields and Dungeons, they are still not frozen by spells or attacks, meaning that you have to damage them on the fly.

In this particular case, the goblins are easily damaged by higher-level spells, such as those from the War God Guard. Set your party to "Magic" as soon as the goblins introduce themselves and take off, concentrate Kite's attention on one at a time and cast spells. Concentrate on using the more powerful but quicker-acting spells, or those that cover a large area, since a weaker spell that depends on freezing the enemy to deliver a large number of "strikes" just won't do much damage to these free-moving foes.

After their defeat, the dejected Stehoney trio gives up **Goblin Cap Z**. As always, hold onto this prize to use later as part of the set. For now gather as many La Pumpkins from the Field as your heart desires, then head back to town.



ROUND SEVENTEEN: JONUE X

Ω: DETESTABLE, ELUSIVE, MESSENGER

AREA VITALS	
BATTLE LEVEL:	68
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable
ENVIRONMENT:	Grassland
WEATHER:	Night

MONSTERS
Jonue X (X 3)

ITEMS
Goblin Mail Z

Once Stehoney X has been laid to rest, checking the Board again brings the following message:

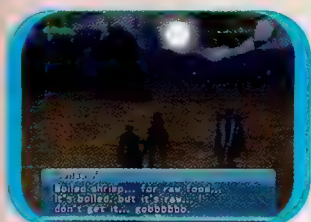
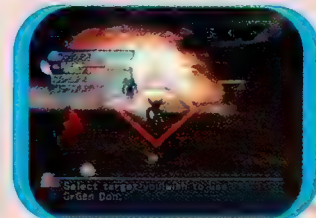
Author: Jonue X
 Message: Nothing to Say
 Thread: New Let's Play Tag
 001100110011010100101010011001001
 Don't say anything and come to Ω Detestable Elusive Messenger gobl!
 This is the last fight gob...so bring your friends, gob.



As always, reading the message adds the Keyword to your Word List and allows you to take on this second of the game's Goblin Tag challenges.

The fight against Jonue X is much the same as that against Stehoney X, except the goblin is slightly quicker and more resistant to magic. Bring along the same general party makeup, and this time make certain you have a few Artisan's Souls or other handy SP-restoration items. Rig Gaem also comes in handy here.

Use strong-but-quick spells like OrGan Don to damage enemies. Keep setting your party's AI to "Magic" if the fight ends due to the goblins running too far away, and whittle each goblin down bit by bit. Watch your allies' SP, and restore them when they go down too far so that you can keep up the stream of damage.



Once the final goblin falls, this group too seems a bit lost and confused, but coughs up **Goblin Mail Z**. The Grunty Food on the Field this time is the Root Vegetable, worth a quick look around to grab some before returning to town.

ROUND EIGHTEEN: ZYAN X

Σ: DETESTABLE, ELUSIVE, SCENT

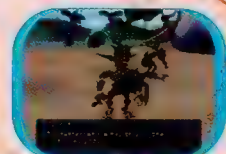
AREA VITALS	
BATTLE LEVEL:	68
ELEMENT:	Fire
GRUNTY FOOD:	Oh No Melon
ENVIRONMENT:	Desert
WEATHER:	Sunny

MONSTERS
Zyan X (X 3)

ITEMS
Goblin Gloves Z

As long as you've defeated the first two challenges of the game, round eighteen of the goblin tag opens up after defeating the monster Tarvos. There are a large number of keywords that open up at this point, but this is one of the easiest of the new areas, so take up the gauntlet as soon as you can.

Create a party of fast fighters. Moonblade and Natsume are both good for the job. Bring along a spell or two, a handful of Speed Charms, and a few Artisan's Souls just in case, and you're ready to go. Zyan quickly throws out his challenge and all three of the "clones" take off running, now you just need to run them down.





In this fight, the various status effects don't work against the goblins. Attack spells don't do much damage against the foes, but they do make up one step of your strategy. First, use the Speed Charms on your entire party, then focus everyone's attention on one goblin at a time, and command them to not use skills. While your two allies run at the monster head on, cast spells at the goblin. This doesn't exactly freeze the foe in place, nor deal much damage, but it does slow the goblin down just enough to allow your allies to get in a few good swings. Repeat this a few times with each goblin and that should do the trick.

The goblins themselves aren't exactly helpless during this battle. The "clones" cast healing spells to restore HP of their comrades, or curse your party members to cause SP to drop rapidly. The fight shouldn't last long enough for these to be a big problem. If Kite drops in SP too much, use an Artisan's Soul to allow him to keep casting spells. As for your allies, they aren't using skills anyhow, thus don't need their SP. With a constant enough barrage of spells and the follow-up attacks, you should be able to overwhelm the healing attempts of the other goblins.

Once all three goblins are gone, you receive Zyan's congratulations, as well as **Goblin Gloves Z**. You now have three pieces of the last Goblin set of armor, with two more to go.



ROUND NINETEEN: ALBERT X

Σ: DETESTABLE, ELUSIVE, NEW TRUTH

AREA VITALS		MONSTERS
BATTLE LEVEL:	68	Albert X (X 3)
ELEMENT:	Water	
GRUNTY FOOD:	White Cherries	
ENVIRONMENT:	Snowfield	
WEATHER:		
		ITEMS
		Goblin Boots Z

Once you've defeated Zyan X, the next trip to the Board brings the following message:

Author: Albert X
Message: Heh

Thread: New Let's Play Tag

001100110011010100101010011001001

Don't know what to say when it's the fourth time gob...

So this is the last one gob? Come to !! Detestable Elusive New Truth gob!

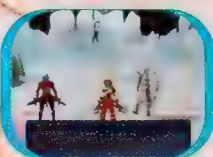
Got it gob?! It's a party gob!



For this fight bring along party members that balance speed with attack power. For items, take plenty of The Moon scrolls (or an item that allows you to put an enemy to sleep), and a few HP healing items. That's all you really need to conquer this next challenge, so head into the area to face Albert X.

After Albert throws down his challenge, set your party to "Union Battle" then "Don't Use Skills." Now turn to face one of the goblins and use The Moon scroll on it. This scroll should send it immediately to sleep, at which point your two party members descend upon it to attack. The effect of the sleep doesn't last for long, so be ready to recite a new scroll as soon as you see the goblin begin to move again. It should only take around four scrolls to defeat each goblin in turn.

While you put this strategy to good use, keep an eye on everyone's HP at the same time. These particular goblins cast offensive spells at your party while you fight them. The spells aren't all that dangerous, but just make sure that they don't all add up to take your characters' HP to low levels.



When the last "copy" of Albert X falls, he congratulates Kite, then coughs up **Goblin Boots Z**. Now with four of the Goblin Items from this set, you need only face Martina X to complete your collection.

ROUND TWENTY: MARTINA X

Σ: DETESTABLE, ELUSIVE, GATE

AREA VITALS	
BATTLE LEVEL:	68
ELEMENT:	Fire
GRUNTY FOOD:	Twilight Onion
ENVIRONMENT:	Scorching
WEATHER:	Cloudy

MONSTERS
Martina X (X 3)

ITEMS

The fifth and final Goblin Tag challenge for the game doesn't appear until after you've defeated the Final Boss and the credits have rolled. At this point you can save your progress, and once you return to the game you find one final post in the goblins' thread:



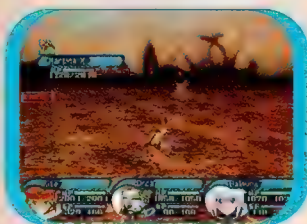
Author: Martina X
Message: *Sob*

Thread: New Let's Play Tag

001100110011010100101010011001001

It's time to say goodbye gob, Know the phrase, all's well that ends well gob?
Last one standing is Martina X gob!
Final battle at 0 Detestable Elusive Gate gob!
Be prepared, gob! Bring friends, gob!

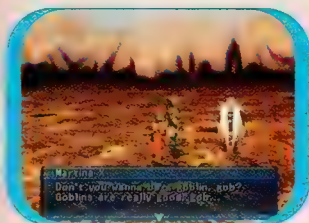
While your trip to take care of this last round of Goblin Tag is delayed slightly by another quest that takes precedence, as soon as you finish that particular piece of business, put together a party of Orca plus someone with strong spells, and head into this final challenge.



Martina X wastes no time in throwing down the gauntlet once you enter her domain. She's as fast and powerful as any of her brethren. Set your party to "Union Battle," but this time set them to "Magic" instead of forbidding the use of skills. Now set Orca to "Weaken"; the equipment that he has coming into the area gives him the use of Dek Vorma, a spell to strip away Martina's Magic Tolerance, which leaves her vulnerable to the magic that Kite and the other party member should now pile onto her head.

Martina X is somewhat vulnerable to The Moon or other methods of putting her to sleep, so use these to your advantage. Otherwise, bombard her with strong but fast spells to steadily drain away her HP.

You do need to watch out in the process. Martina's clones have two spells this time. One is the usual healing spell, which can make the destruction of her different clones take longer. The other is more dangerous as Martina can also charm your party members. Use a Restorative as soon as this happens, then continue to bombard the goblin until she has been destroyed.




The variety of spells, skills, and items needed in this fight can be a bit hard to juggle. Defeating her yields **Imp's Crown**, which allows you to equip all four pieces of armor from the Goblin Z Series.

FLAG RACING

Starting in *.hack//MUTATION* you have the ability to race Grunties throughout the Root Towns. Once you've raised all three Grunty types on a specific server, the Race becomes available for that location.

The idea of the Flag Race is to choose the Grunty best suited for the course, then to ride it through the Root Town, avoiding players and bits of scenery in the process. You must gather three colored flags in any order, trying to get the fastest time possible. To begin the race, speak to the man at the Grunt Shop for the town and pay the 100 GP entry fee. Select your Grunty from the list of three, choosing one based on their ratings in Speed, Acceleration, and Turning.

Now a countdown ticks down from three, and the race begins. Use the left analog stick to control the Grunty and the right analog stick to control the camera. One of the keys to victory in many courses is in practicing how to best maneuver the Grunty while turning the camera to the best view at the same time. You can press  at any point during the race to quit, which gives you the normal consolation prize and considers the race a failure. To collect the flags just brush against them with the Grunty, and Kite automatically picks them up.

Each server has separate rewards for first, second and third places. The first time you win first place on a server you also receive a second bonus prize. There is a consolation prize for failures, and a second consolation prize for times that are within one second of third place. You can win each of the prizes for the top three slots three times each, after that you receive a separate prize.



RACE MANAGEMENT

While you may want to go for first place by the highest speed possible, it's easier to win the most prizes if you hold back a bit and only win third place by a narrow margin, then by another small margin, and so on, slowly working your way up the line. This is much easier said than done, and you need to race all-out just to win first place at a

While each race is covered briefly here, the Flag Races for Θ and Λ Servers are covered in more detail in the strategy guide for *.hack//MUTATION*, while the S Server race is covered fully in the guide for *.hack//OUTBREAK*. The W Server race gets the full treatment here, as it is new to the series.

Θ SERVER

The Grunties available for this server's race are the Poison Grunty, Iron Grunty, and Noble Grunty. The Poison Grunty is a good choice for learning the course and gaining third and second place, but to net first you need the top speed of the Iron Grunty. The trick is learning how to master the Iron's low maneuverability and working with it. For instance, beginning a turn just before you reach it, so that you "slide" into the turn at just the right time.

Your order for grabbing the flags is: Green, Red, then Purple. Use the Iron Grunty's speed on the straight run to and from the Red Flag in order to net the prize.

The first time you win first place, you gain Image 51 as well as the Golden Grunty. After you've won any prize three times you receive a Yellow Candy instead of the normal prize.

Λ SERVER

The Grunties available here are the Bony, Snakey, and Noble Grunties. In general, the Bony Grunty tends to be like the Iron Grunty, the Snakey like the Poison Grunty, and the Noble Grunties on each server are similar.

On this server you want to grab the Purple Flag, then the Red, then the Green. Watch out for pedestrians in your pathway, and when using another Grunty beware of the Snakey Grunty standing in its usual spot directly in the path.

As before, you also get a bonus prize along with your original first place victory—Image 52 for your Desktop. You receive the Yellow Candy for subsequent placings after the third in any rank.

H SERVER FLAG RACE PRIZES

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Speed Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty

W SERVER

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Fairy's Orb
3rd place	Emperor's Soul
2nd place	Silver Grunty
1st place	Golden Grunty

SERVER

This race takes place in Fort Ouph, a maze of platforms and walkways that makes capturing the flag difficult at best. Your best choice for this race is the Aqua Grunty with its amazing acceleration and turning. The Milky Grunty is fast but sluggish in turns and acceleration, while the Noble Grunty is just above or below average all around.

When the race begins, head northwest to grab the Red Flag, cut east to take the Purple Flag, then race northwest to claim the Green Flag. Take the shortest distance between the entrances of the various walkways, cutting corners sharply with your agile Grunty. Don't weave side to side on the walkways, just keep forward momentum, dodging aside slightly if you must avoid a PC. When detouring around the Recorder, do so on the front side with the Shopkeeper, avoiding the back and the Noble Grunty standing there. This all needs practice to get down perfectly, especially with the quick camera changes needed.

The bonus prize for winning 1st place for the first time on this server is Desktop Image 53.

After you've won 3rd place three times, you begin to receive the Hale Cross. For placings of 2nd beyond the first three, you win a Summon Wood scroll.

SERVER

RATING

PRIZE

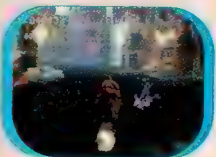
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Health Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty

SERVER

The last of the Flag Race courses (and only new one for the volume), the Lia Fail course is short but tricky. Gaining the third and second places is not especially difficult, but a perfect run to get first place is trickier and takes patience and practice.



The Grunties this time around are the Rocker Grunty, Woody Grunty and the Noble Grunty. Your Grunty of choice this time around is the Woody Grunty. With such a short course, you don't have much chance to get up to top speed, and its skills at turning are a must between these sharp angles.



As the race begins, head as straight as possible forward to claim the Red Flag. As soon as you touch it, cut sharply right to race straight for the Green Flag, carefully adjusting the camera as you turn. You must then make an even sharper turn to the left, and race as close to the center "island" of junk as possible without brushing against it in order to reach the Purple Flag.



This race is short and the challenge comes from the fact that it is so short, there is no leeway for errors. You must race perfectly in order to receive the prize, especially for first place.

The bonus prize for winning 1st place for the first time on this server is Image 54, another Desktop Image. In addition, if you've reached first place in all servers, you also receive Image 55 as a "Grand Slam" prize.

After winning 3rd place three times, each subsequent placing nets you a Divine Cross.

SERVER FLAG RACE PRIZES

RATING

PRIZE

Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Soul Charm
3rd place	Emperor's Soul
2nd place	Silver Grunty
1st place	Golden Grunty



ONCE THE CREDITS ROLL...

The previous three volumes of .hack saw an optional area open up within each game after the credits roll, unlocked through an email from Bandai. Here you could fight new monsters and gather special rare items to help you out for the next installment after converting your save file. This time around there is no next installment, so things are a bit different. Two new areas are ready for your exploration beyond the fifth installment of Goblin Tag, and even before that, more scenes abound.

AFTERMATH



Once you've viewed the credits, you have the chance to save your data and move back to your Desktop where new messages await.

Most of the messages are just friends chatting and telling Kite what they think of him at this point, but one in particular is quite interesting; a message from Aura, and without her former incoherence:

Those who have played the game from the very beginning may recognize this area as the first one that Orca and Kite explored long ago, the place where Orca was first Data Drained and sent into a coma.

Besides the emails, you can also read through various News items that help bring a bit of closure to the story in their own way. When you've finished at your Desktop, begin logging into The World. At this point you can see new posts that have been added, including the post from Martina challenging Kite to the last round of Goblin Tag. With the new posts and emails under your belt, continue your login to the game.

This time around you log into Mac Anu, Root Town for D Server. Kite is greeted by not only Orca but a few more of his friends as well. Talk to all of the friends, then finally speak to Orca. It seems that your old friend has also received the email from Aura, and he's ready to explore.



CLOSING THE CIRCLE

△ BURNING, PASSED OVER, AQUA FIELD

RECOMMENDED PARTY: KITE, ORCA



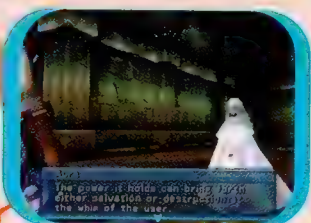
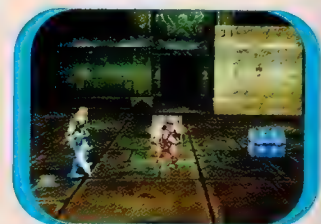
While this is technically an area, complete with Field and Dungeon, there aren't any fights to get through or even many chests to loot. Just add Orca to your party, and choose the Keyword from the Word List to see what Aura wants.



As you warp into the Field, Kite is eager to go. Since there are no Field Portals and the Spring of Myst should have already been used up in the first volume of the series, there is no reason to dawdle on the surface. You can collect a few Mandragora if you like, but by this point you probably don't need to raise any more Grunties, either. So head straight for the Dungeon Entrance just a bit to the east.

Since this Dungeon first acted as a special tutorial area for Kite, its contents are a bit strange. The very first room holds two treasure chests, one plain, one a Risky Treasure. Loot the chests and save the items until you get back to town, to include them in your bounty.

After the room with the chests is a large T-shaped crossing. Take the eastern side to reach a small room with another chest to loot. Next is a straight shot down the hallway to the west to a bended hall, and near the stairs leading down.



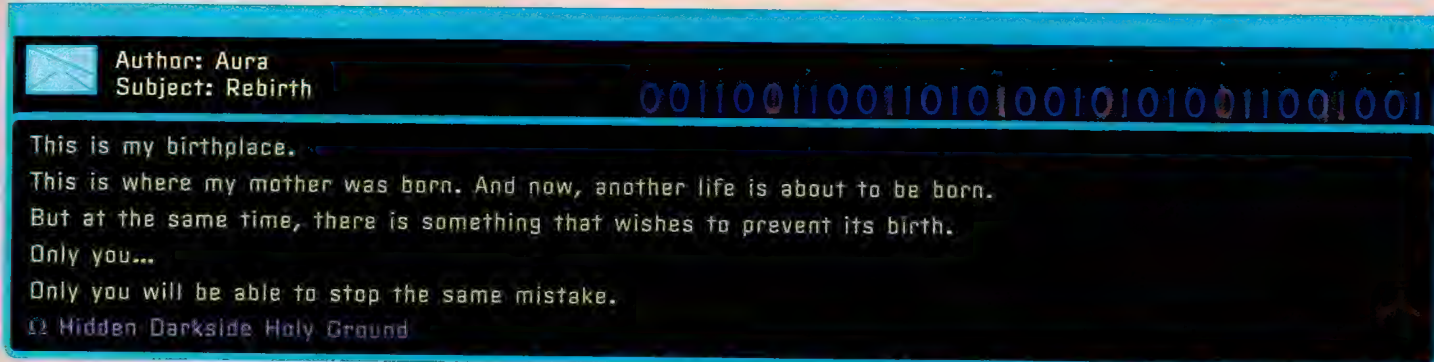
After climbing down the stairs, you're really almost done. Head through the doorway at the opposite end of the steps until you see a white figure. Orca is unsettled, considering the events of his last trip to this area. But your party still moves bravely forward to speak to Aura, and receives a treasure in return. For whatever other mysterious reasons she may have, Aura gives Kite the **Book of Twilight—Daybreak**, and also returns to him the **Bracelet**, allowing him to use Data Drain skills once more.



Her mission accomplished, Aura warps out, destination unknown. Orca and Kite immediately follow, returning to Mac Anu. Here you see the New Mail icon. Log Out and stop at the board where you find new messages posted. Look for the notice of the Item Completion event's restoration, as well as various other normal message-board chatter, some of which is interesting to Kite even without a Keyword given.

Now continue to the Desktop, where new email and News items wait. The News contains nothing important, but is interesting to read for the flavor it adds to Kite's "real world."

The mail is more interesting. One message from Helba gives you four new Member Addresses, meaning you can add more characters to your parties! These characters are covered in the "Secrets" section of the guide. You also receive the email notice of the Item Completion, as well as one final message and request from Aura:



This is pretty obviously not something to be left unfinished. Return to Ω Server, and tackle this new threat as soon as you are able, with a short side trip to defeat Martina X once and for all.

ITEM COLLECTION

After defeating the main part of the game and bringing the system back to normal, the administrators feel comfortable enough to bring back the Item Collection event. As soon as you are free to travel where you like, waste no time in heading to one of the NPCs in the Root Towns by the Chaos Gates. Select "Item List" to have them catalogue the items in your inventory and Elf's Haven, and you're on your way to completing your list.

There isn't much to say about this event, as it's self-explanatory and just requires determination and a great deal of patience. There are a few tips that can be of assistance. First, don't forget about the shops. Each Root Town has a multitude of shops, each of which in turn sells different items. Buy items from these places first, then sell them back when you're done cataloguing them.

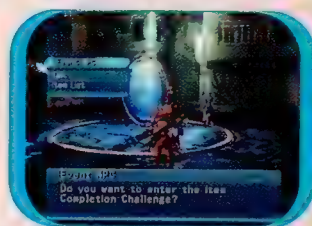
Once you have the easy, store-bought items out of the way, if you need a certain item check the lists of items found in the various areas included in this and previous guides. This can help show you just where you might be able to pick up a copy of the item. If you can't find a weapon or piece of armor through these other methods, don't forget about the Springs of Myst. You can improve or decrease levels of items at these mystic locations, so create new areas to try to find them. While you are creating new areas, check the Bestiary to see if any monsters that you haven't yet faced may carry the items, and to get an idea of where you might find these foes.

Don't forget about trade! Many of the needed items may be found in the trade lists of the various PCS wandering throughout the towns, or even from your own allies. Check the trading lists to see who might have that elusive item you're seeking.



Don't worry about hoarding items like the Silver or Golden Grunties. These count as rare items, and are not on the lists at all. So don't beat yourself up for not saving them after winning a Flag Race, or something similar. Just check the lists to see what you do need instead, and go find them.

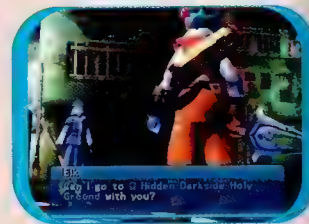
The Item List that you need to complete is displayed in a light grey. Once you have an item added to the list, it shows up in white, giving you an easy way to see what you still need to find.



REBIRTH

After receiving the email from Aura, the first time that you log into Ω Server you are greeted by Elk. It seems that the Wavemaster also received an email from the mysterious girl, and one of your party members has been chosen for you. For now take care of any unfinished business, then form your party for possibly the toughest challenge yet.

Kite and Elk are already a given for this particular journey, and while you may wish to bring the newly-found Orca along, Balmung is a better choice this time out. Orca remains weaker than the rest of the party, and without some of the best equipment, so unless you spend the time to level him up and equip him with high-level goods, take his other half from the Descendants of Fianna. You may have given Balmung a strong Blademaster weapon by this time, but for the moment he should wield a weapon with Water attacks instead. In the last major Dungeon of the game you may have collected a few Banyinryoku Wavemaster rods. If this is the case, give one to Elk now. Also, improve the rest of his items, as he hasn't been along for the ride for quite a while now. Bring along a few items that cover the spectrum of elements, but don't load yourself down. There are a ton of items to collect for both the Item Collection list and for your own use.

 Ω : HIDDEN, DARKSIDE, HOLY GROUND

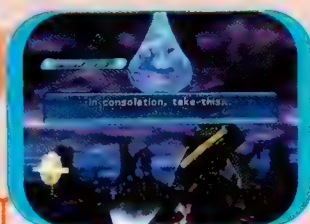
RECOMMENDED PARTY: KITE, BALMUNG, ELK



AREA VITALS	
BATTLE LEVEL:	95
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin, Bloody Egg, Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Stormy Night

MONSTERS	
FIELD:	Armor General Astro King (Data Bug)
DUNGEON:	Armor General Astro King (Data Bug) Dark Asteroid (Data Bug)
MADAM NIAGARA:	Water Mu Guardian (Data Bug)
PSYCHE VISION:	Wood Psyche Vision (Data Bug)
SAND MOUNTAIN (DATA BUG):	
Earth	
VLITRAMASTER:	
Earth	

AREA:	MONSTERS:
Desert Axe	Angel Axe
Divine Speed	Benevolence
Emperor's Soul	Bloodless
The Fool	Bom-Ba-Ye
The Hanged Man	Caduceus Rod
Happiness	Dragon & Tiger
Hunting Guard	Ebony Hauberk
The Lovers	Forsaken Light
The Moon	Golden Crown
Narukikyoku	Greaves of Awe
Nightcall	Hades Gloves
Nightfear	Lumberjack
Nightshade	Maestro Axe
Resurrect	Magus Solletet
Sprite Hands	Master's Axe
Stealth Blades	Missing Axe
Stream Sword	Oaken Leg Mail
Tree Beast	Shadow Robes
	Staff of Truth
	Sublimar
	Tiger King
	Tsumugari
	Uber Guard
	Ultimate Spear
	Ultra Leg Mail
	Usurper Helm
	Virus Core B
	Virus Core I
	Virus Core J
	Virus Core K
	Virus Core L
	Wand Wannabe



While you may be tempted to stop and explore the Field here, don't. The foes are extremely strong. You want to make this trip as short and pain-free as possible, which means minimizing your exposure to deadly enemies. Second, this Dungeon is much like the final Dungeon of the main game, full of Data Bugs that require a Data Drain to destroy. Head straight for the Dungeon, with one small stop along the way to visit the Spring of Myst, containing a Monsieur Lv. 5 who cannot handle strong equipment. There are also plenty of Symbols around the Field, so if you can trigger those without triggering a Field Portal in the process, the extra buffing spells can always come in handy.

TAKING THE TIME

As this area is much like the final Dungeon of the main storyline, the same rules apply. Avoid any unnecessary fights as possible. There is one further step you can take to keep your Infection Level from growing too fast. Once the growth of your Infection Rate is up to Kite's level, spend the time to level the party up before actually stepping into the Dungeon. To find a high-level area to do this in, stay on W Server and try various areas using the second Keyword segment "Truth's," which gives a high area level.

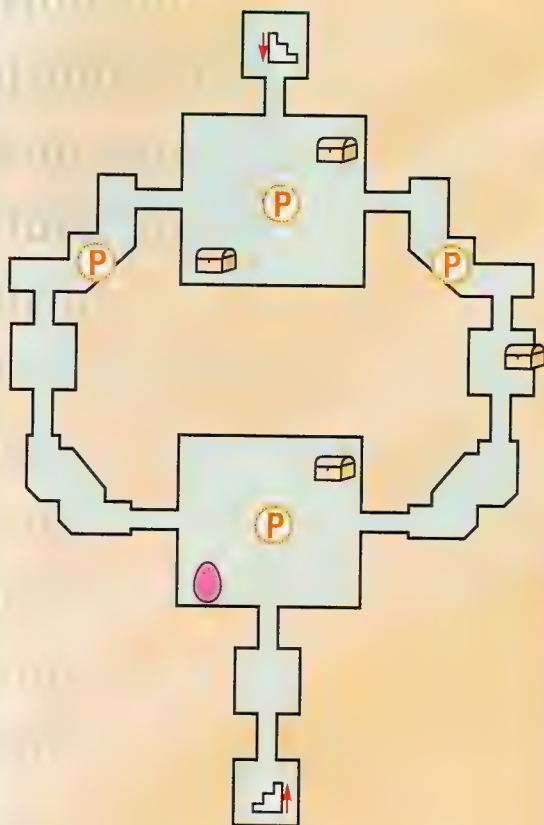


If you do accidentally trigger the Field Portals, you should be prepared for what comes next. One of the Field monsters is the Armor General, a monster with no elemental affinity. These enemies have no real special ability beyond the fact that they hit very hard, but that is more than enough to kill your party. Set your party to "First Aid" immediately. You need to help Elk keep everyone on their feet. If both Kite and Balmung fall before the onslaught, Elk probably will not have enough time to get everyone restored before he falls. Use the quickest attacks possible. These enemies hit hard, but they don't have much defense.

The second Field enemy is the Data Bug, the corrupted form of the Astro King. Its corrupt form lacks elemental affinity. Set your party to "Skills," and move Kite back from the others. This enemy uses wide-ranging area effect spells, so keep him from hitting everyone at once. Balmung and Elk should bombard the enemy with various Skills, and you need to focus on keeping them healed. This enemy hits hard, especially with its strong spells, so you must work fast to keep everyone alive and fighting. Watch out for the monster's Protect Break, and use Data Drain to strip away its protection. Underneath is another strong monster, the normal Astro King, but this one has a Fire Element to exploit. Balmung should begin using Water attack skills, while Elk should cast the strong water summons. Kite can cast Water spells as well using the Divine Gloves, but don't get too carried away. His main function is as a healer, so don't forget that.

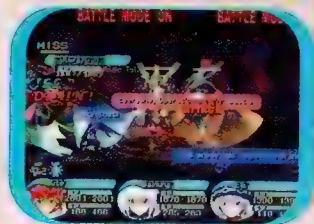
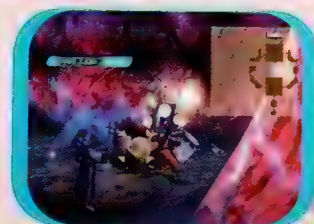


DUNGEON, B1

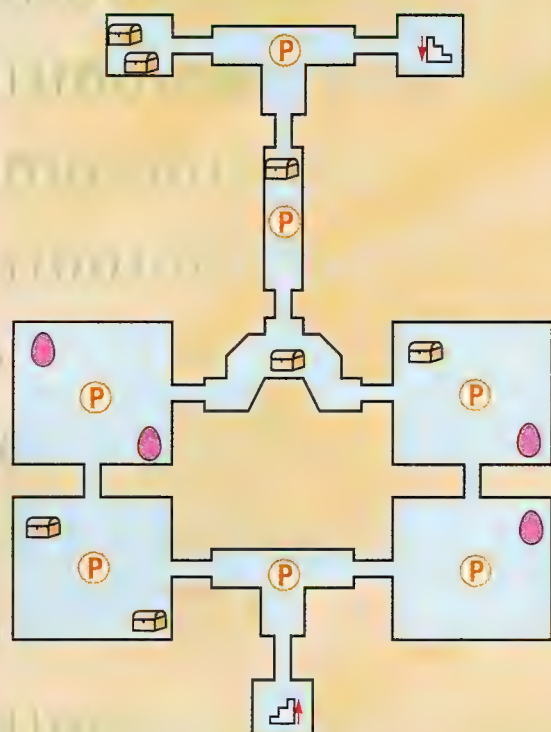


The first floor is in the form of a circle stretching out to the east and west, both sides meeting again toward the north. You must trigger three Dungeon Portals either way you go (including the first room in the circle). Since the eastern path holds a treasure chest that the western one does not, turn right to take that route. When you reach the intersection, head north to the stairs leading down, passing by the other half of the circle. Don't miss the breakable objects on your way past, since you'll likely need all the healing you can get before you're done.

The Portals that you must trigger can disgorge the corrupted Astro King, the Armor General, or a different type of Data Bug—a corrupted Mu Guardian. These foes are resistant to Magic, so set your party to "Attack" and set Elk to "First Aid." Using the Flame Vortex attack allows you to strike many of these at once for good damage, provided you get close enough. Aside from their SP-draining physical attacks, the foes like to use spells constantly. If you meet up with many foes, all casting at once, you may need all of Elk's healing just to stay alive. If you must, strip away their protection with Dek Vorma, and just cast spells at them from afar until you can Drain them. Once you use Data Drain, the Earth monster underneath is revealed, but the normal Mu Guardian has a weak enough protection and few enough HP that one Flame Vortex can usually kill it, even though it's not exploiting the monster's weakness. The Liches and the Dark Maidens that you've fought before reappear in this area. Remember to set Balmung to First Aid as you fight the Liches, and keep an eye on him to make sure that you don't need to use a Restorative to get rid of confusion. The Dark Maidens are best attacked from afar with Thunder spells. Restoratives may be handy because these foes can put your party members to sleep.



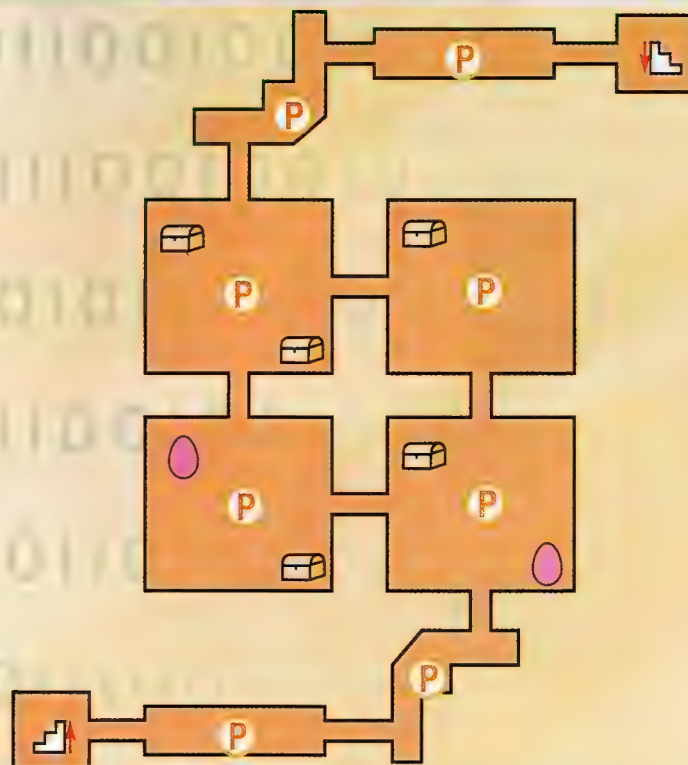
DUNGEON, B2



Once on the second floor, the corrupted Mu Guardians and the Armor Generals once more have the place overrun. Fight them as before, and make your way to the next stairs quickly. Four rooms make another small circle here,

both the east and west routes holding two more Dungeon Portals. Head west, as this route holds one extra treasure chest along its path, as well as a few **Bloody Eggs**. At the intersection, head north, once again skipping the remainder of the circle, and trigger two more Portals on your way to a new intersection. Head west to a storeroom with two chests, then return and move east to reach the stairs leading down.

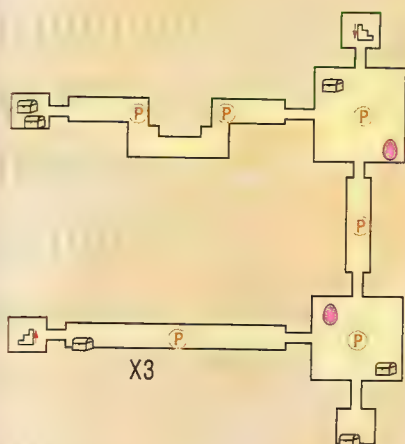
DUNGEON, B3



On the third level, the path winds east and north for a short way without an intersection, then you reach a large room with two new exits. Collect the treasures, then head west to collect the **Bloody Egg** found alongside the next room's treasure chest. Move north, then after the next Portal continue north, leaving the eastern room untouched. Now you must make your way through two more Portals to the stairs.

On this level the corrupted version of the Sand Mountain begins to show up alongside the other foes. This Data Bug keeps its earth element, so use Wood spells or skills on them. Set your party to "Skills," and maneuver Kite around to the back of the monster to make it harder for it to attack more than one character at a time. Watch your party's HP and switch Elk to "First Aid" as necessary. Once the Data Bug has been drained, it turns into the normal Sand Mountain. With the right Wood skills, this weaker form of the monster cannot stand up against you for long enough to do any real damage.

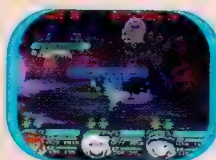
DUNGEON, B4,B5



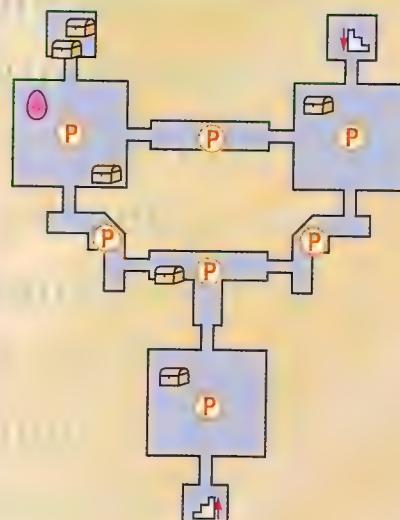
Now head east along the one hallway to the large room, taking the southern exit to reach another small storeroom with a single chest. Return to the large room and take the northern door to follow a hallway into a second large space. After dealing with the Portal here and looting the treasure, continue your trek north to take the stairs down to level B5.

Now head north through yet another large room into a ring-shaped area. Move to the opposite side of the room and head through the opposite exit to continue your northward trek, through the next room and Portal and to the next set of stairs.

On the fifth level you may start facing the Psyche Vision. You've fought this Wood creature before as part of a Data Bug Boss fight, but if you forget it's just a tougher version of an Aurora Feather. Use Earth spells and abilities, such as those found on some of Balmung's weapons or on the War God Guard. This enemy is a blessing for multiple reasons—first it's familiar, and you shouldn't have to worry much about your strategy. Second, it's much easier than the other foes in the Dungeon this far, and third, you don't need to Data Drain it. If you face enough of these foes, you may manage to work your Infection Rating down a bit.



DUNGEON, B6



From the first intersection on this sixth level down head east, taking half of yet another circle in the Dungeon's layout. From the large room that you next

find, head north once again. This takes you right to the next steps that you need to climb down.

Here you may encounter yet more of the non-infected enemies that are a blessing for your Infection Rating. This time they are Dark Lords. Set your party to "Attack" when you see these as they are resistant to spells, and set Elk to "First Aid." Now just watch to make sure your characters don't get confused, and begin the attack. Use Thunder to take them down if you can, but if not, just keep using swift attack skills.

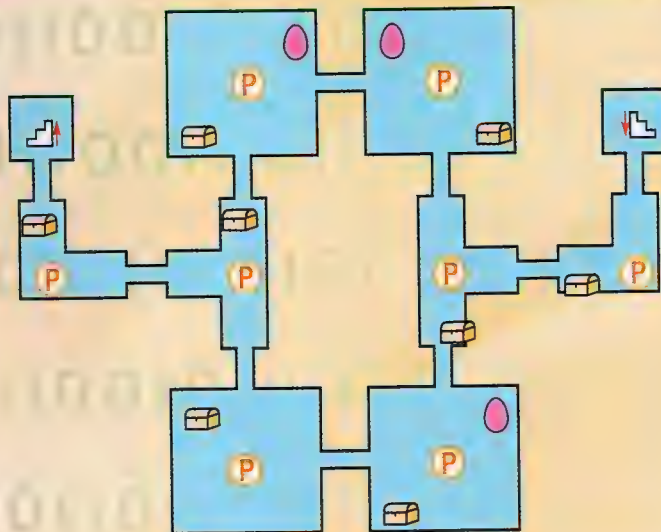
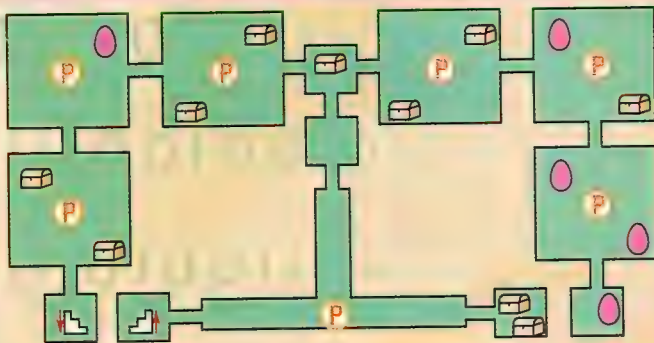
DUNGEON, B7



After the cut-scene ends, head out of the stair room into a small crossroads. Take the northern exit, then turn left to take the western doorway from the next intersection. This brings you into yet a third intersection, from which you should head north. Now just follow the path until you reach the next stairs, and descend.

Although the foes are often the non-corrupted type on this level, you may also meet the Data Bug version of the Psyche Vision. This corrupted enemy has no element, has a good amount of protection, and is evasive. Set your party to "Skills," and either heal with Kite or set Balmung to "First Aid." This leaves Elk free to cast spells at the monster. In between healing, Kite himself should cast strong spells at the foe as well. Once it reaches Protect Break use Data Drain, then treat the foe just as you did before.

DUNGEON, B8, B9



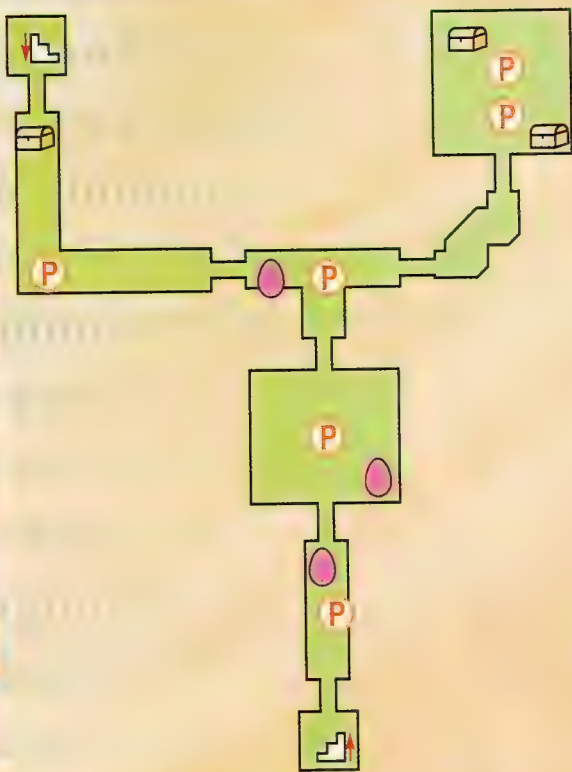
On the eighth floor, head east through the next intersection to loot two more chests inside a store-room. Return to the intersection, then take the northern branch through two more small rooms. At the second, head west through that exit into another large room.

Now once again you just need to continue your path through Portals and treasures to reach the stairs to B9.

From the first intersection you can head either north or south. This is another of the circles in the Dungeon layout, and each path leads to an equal number of Dungeon Portals and treasure chests. Whichever route you take leads to another intersection to the east, from which you should head east to reach another hallway and then the next set of stairs.

On the ninth floor you may also start meeting up with a new spell caster, the Madam Niagara. You know how to fight these already. They are the same as the Maidens faced many times, just linked to the element of Water, and slightly stronger than before.

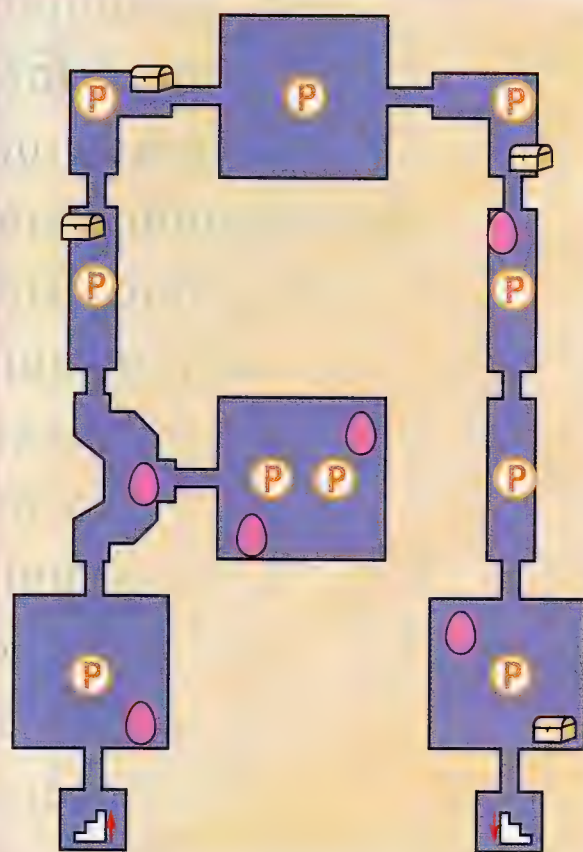
DUNGEON, B10



For a while the path leads straight north through halls and a room, until reaching a T-shaped intersection a short way in. Now head west, and you move down another hallway leading west and north until reaching the B11 staircase.



You may start running into the VltraMaster amongst other foes in a group. Again, this foe should be familiar, and with a few Wood spells or Skills it dies very quickly. Just watch out for its ability to charm your characters.

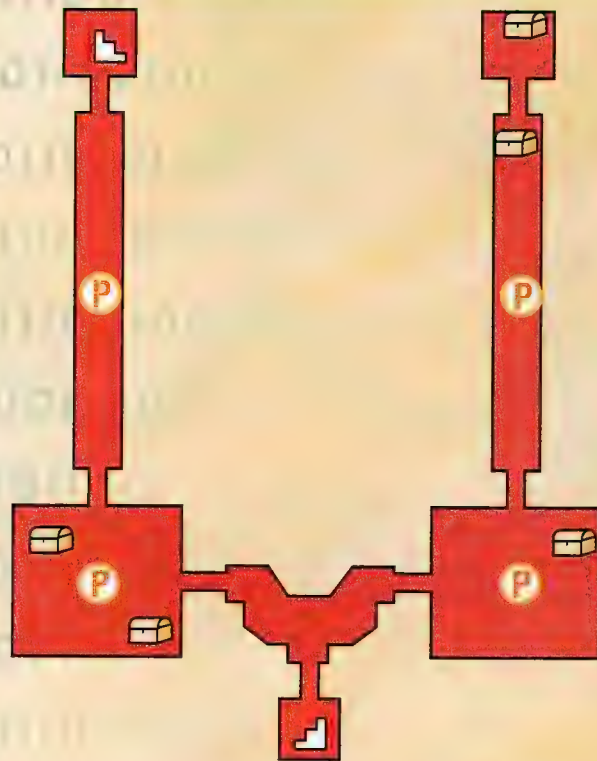
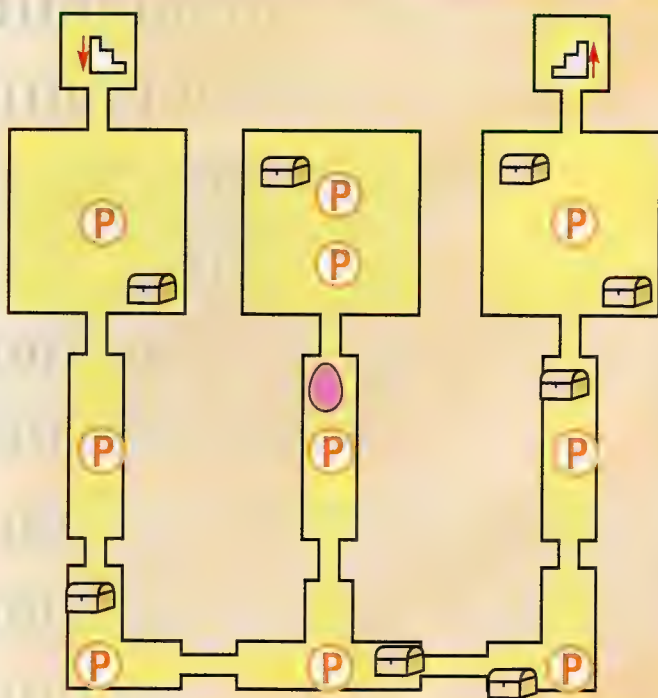


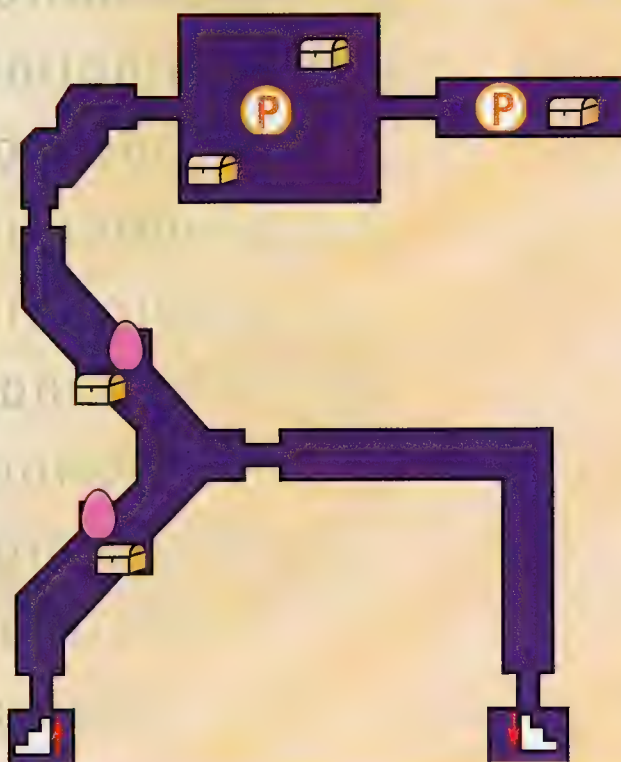
Run north to the first intersection, continuing north through the opposite exit once you reach it. The next corridor bends east and leads through various other rooms and hallways, winding around multiple times until you reach the stairway to the southeast of the level.

Watch out for the Data Bug version of the Dark Asteroid. It casts Thunder spells but has no element of its own. Set your party to "Skills," then set Balmung to "First Aid" if he can handle the load, leaving Elk free to cast spells. If Balmung can't quite keep up, just leave him on "Skills" and set Elk to the healing role. Try to just take the enemy to Protect Break as quickly as possible, since this is really the best defense against its attacks. Once Drained, the Dark Asteroid is much easier to face, especially with the use of a few Thunder skills or spells.



DUNGEON, B12, B13, B14





Follow the only path south and west until you reach the first intersection. Continue heading west, and now you have one path yet again to follow west, then north to the stairway.

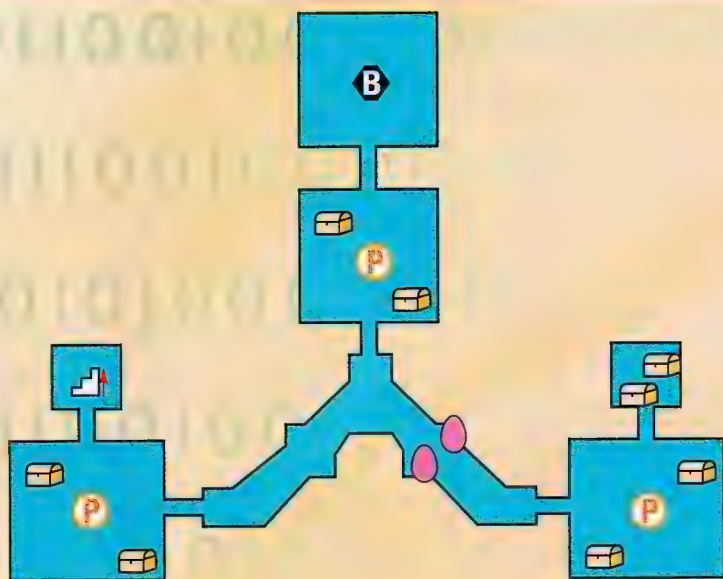
On the thirteenth floor, take the western path from the first small intersection. From the large room, your path just leads straight north through a long hallway and down the stairs to B14.

Follow the path to the northeast, stopping to collect the treasures from the niches along the hallway. Take the eastern door when you reach it, and you are in another stretch of hallway heading east and south directly up to the next stairs.

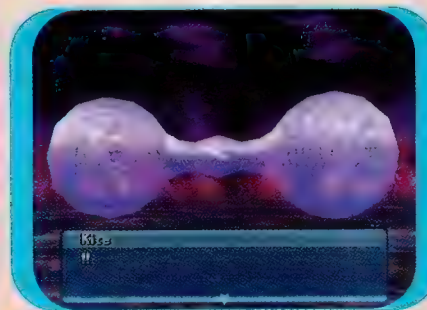
While the monsters have been progressively changing as you head further down the Dungeon, once you hit the thirteenth floor you begin to see some of the foes from higher levels in the Dungeon again, such as the Armor Generals and normal Psyche Visions. Luckily the resurgence of these old normal foes makes it harder to suffer a System Error on the last floors before your goal.



DUNGEON, B15



You've reached the final floor, and nearly the end of your travels. Move through the large room to the east, then in the next hallway take the northern exit when you reach it. Now in another large room, you need only deal with this Portal and take the treasures before heading north into the last room. Stop before heading through in order to cast any Strengthening spells. Although there is no warning flame, the room beyond holds a Boss battle, though not a very difficult one.



As your party steps through the doorway, the adventurers notice a form appearing similar to the Guardians from previous Dungeons. They barely have time to register its presence before the fight is on.

OPTIONAL BOSS FIGHT: DAWN WANDERER AND TEMPTRESS LOVER



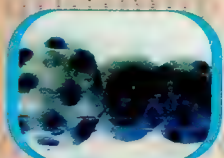
The first fight is against the Dawn Wanderer, a monster that looks much like a Guardian of a vaguely different color. The garbled HP information points to this monster being a Data Bug, but its HP lower just through normal fighting, and there is no Protect Break for Data Drain involved. In fact for such a long and difficult Dungeon, these Boss fights are simple and straightforward.

Set everyone to "Skills." As with some other foes, if you must have healing, set Balmung to the task, or cover it with Kite. This leaves Elk free to cast offensive spells.

The Dawn Wanderer has various offensive spells, but none of them hit hard. You may not even need healing at all, especially if you have Rig Saem cast on everyone. Just keep pounding the enemy with everything you have until it cannot take any more.

DAWN WANDERER			
level	90	pp	-1
hp	20,858	sp	905
element	None		
skills	Unknown		
reward	None		

TEMPTRESS LOVER			
level	99	pp	-1
hp	21,092	sp	995
element	None		
skills	Unknown		
reward	None		



Once the Dawn Wanderer has been defeated another cut-scene begins, showing the familiar Bracelet from its center falling out and rebuilding a new enemy around itself, this time incorporating the figure seen on previous Dungeon levels. This new foe is the Temptress Lover.

The enemy has stronger spells, but the same general tactic should suffice. If you don't trust Kite or Balmung to heal, set Elk to "First Aid" after setting everyone else to "Skills." Keep Kite away from the others to reduce the chance of everyone being defeated by an area-effect spell.



This foe too seems like a Data Bug from the mangled HP information, but once more a straightforward fight reduces its HP just as with any normal enemy. Sooner than you might expect this second Boss falls, and now you get your sweet rewards.



Now you just need to gain the other rewards for finishing this area. After receiving notice that you've finished all episodes of .hack, you receive Movies 99-102, and Images 87-96 for your Desktop. Now you've got quite a bit more optimization, if you care to use it! Once you receive these items you return directly to Lia Fail, where you should register any new items found and safely chronicle your game at the Recorder.

OTHER QUESTS

Expecting to find another quest here that isn't to be found in this section? First check the main Walkthrough to make sure that it's not covered there. If not, check the "Secrets" chapter of this guide, a new section that covers some of the more out-of-the-way quests that you may stumble across while playing through the adventure or while watching the OAV that comes bundled with the game disc.

RAISING A GRUNTY

Supposedly cherished and revered within the game world of .hack, Grunties function as combination mounts, allies, and keys for some of the side functions of the game. These large creatures, looking somewhat like a cross between a cow, a pig, and a dog, can carry Kite around the various Fields and converse with him much like another character among other things.

This section covers how to raise the various types of Grunty on each server, as well as the functions of the creatures once they've been raised to adulthood.

CARE AND FEEDING OF YOUR GRUNTY

On each server, Kite can raise three different types of Grunty. One of these is the same on each server: the Noble Grunty. The other two types are different for each server. The Grunties start out as small babies at the server's Grunt Shop, but Kite can raise them using Grunty Food and bring them through their various stages until they reach adulthood.



Speak to the man at one of the various Grunt Shops (found on every server except for Δ Server) for pointers on raising a Grunty. The Grunty itself wanders around as a baby near the man, within the Grunt Shop's corral. Speak to the baby and you are given the chance to feed him one type of Grunty Food at a time, although you can give him multiple units of the chosen food type all at once if you wish.



Each time you speak to the baby Grunty after the first feeding, it gives you a veiled hint about what it wants to eat next. Watch the box on the upper right side of the screen to see the effects of each food as you give it to the Grunty. When the creature's size reaches Size 10 it undergoes one growth spurt, and begins to give you hints about the next type of food that it wants. At Size 20, the Grunty grows to juvenile size and begins to tell you straight out which type of food it wants next. It undergoes another minor growth spurt at Size 30, changing to its final adult stage at Size 40.

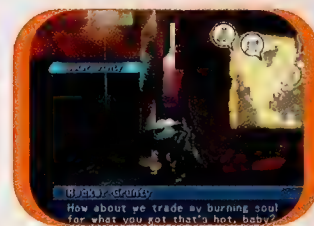
If you wish to stop feeding a Grunty—for example if you run out of the type of food that it wants next—you can leave at any time and come back later. Once the Grunty reaches adulthood, it remains around the Grunt Shop while Kite is within the Root Town. After Kite leaves the town and returns, the Grunty takes up its normal fixed position within the town, and he can raise another Grunty on the server. Once Kite has raised all three Grunty types within a server he cannot raise any more Grunties there, and no more of the baby Grunties appear at the Grunt Shop.

GRUNTY FUNCTIONS

In Town (Trading and Flag Racing)

Within the Root Town where the Grunty was raised, it stands within one specific position at all times except when being raced. When Kite finds a Grunty in one of these spots he can speak or trade with it just as he would a PC.

A Grunty can also be used in the Root Town for the Flag Race. This is covered within *Side Quests*, and can only be accessed when you've raised all three Grunty types on a server. Go to that section of the book or speak to the Grunty Shopkeeper after raising all three of the server's Grunty types for more details.



In the Field (Riding and Searching)

When Kite raises his very first Grunty it rewards him with a Key Item known as the **Grunty Flute**. It cannot be used within a town or Dungeon, or during a fight. However, if Kite is in a Field and not in combat he can select the Grunty Flute from the Event Items submenu and use it to summon one of the Grunties raised on that server. The flute cannot be used on Δ Server, or where Kite has not yet raised a Grunty.

When Kite summons a Grunty, he automatically begins to ride it, which allows him to move quickly and not trigger any Dungeon Portals. If there are wandering monsters within one of the non-key Fields, these do not approach and attack so long as Kite remains mounted. Kite can also use the Grunty Search function first introduced in the last volume of .hack.

The specific features and the Grunties on each server which seek them out are as follows:

Grunty Search Information

Field Feature	Θ Server	Δ Server	Σ Server
Grunty Food	Noble Grunty	Noble Grunty	Noble Grunty
Field Portals	Poison Grunty	Snakey Grunty	Milky Grunty
Dungeon Entrance	Iron Grunty	Bony Grunty	Aqua Grunty



THE GRUNTY TYPES

The following tables give the stats needed to raise the various Grunty types on each Server. Those Grunties from the Θ and Δ Servers were available beginning in .hack://INFECTION and .hack://MUTATION respectively, while those on Σ Server are new to .hack://OUTBREAK.

Θ Server Grunties

Iron Grunty

STAT	RATING	
Body Odor	13 to 17	
Rebel	-2 to 12	
Brutality	13 to 27	
Intelligence	8 to 22	
Purity	-2 to 12	

Poison Grunty*

STAT	RATING	
Body Odor	0 to 20	
Rebel	-5 to 15	
Brutality	10 to 30	
Intelligence	5 to 25	
Purity	-5 to 15	

*A Grunty with these stats only becomes a Poison Grunty if it does not also meet the requirements for an Iron Grunty.

Noble Grunty**

STAT	RATING	
Body Odor	Any	
Rebel	Any	
Brutality	Any	
Intelligence	Any	
Purity	Any	

In Dun Loireag, the Iron Grunty can be found just past the Recorder. The Poison Grunty stays between the Magic Shop and Weapon Shop. The Noble Grunty takes up a niche just beside the Item Shop.

**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Iron or Poison Grunty.

Λ Server Grunties

Bony Grunty

STAT	RATING
Body Odor	13 to 27
Rebel	3 to 17
Brutality	8 to 22
Intelligence	8 to 22
Purity	-2 to 12



Snakey Grunty*

STAT	RATING
Body Odor	10 to 30
Rebel	0 to 20
Brutality	5 to 25
Intelligence	5 to 25
Purity	-5 to 15



*A Grunty with these stats only becomes a Snakey Grunty if it does not also meet the requirements for a Bony Grunty.

Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



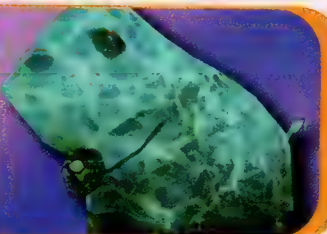
**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either a Bony or Snakey Grunty.

In the town of Carmina Gadelica, the Bony Grunty stands at a corner of the main intersection of town, just north of the Chaos Gate. The Snakey Grunty is found in the center of the intersection branching off to the Item and Weapon Shops and Elf's Haven. The Noble Grunty stays in the corral at the southeast of town, opposite the Grunty Shop.

Σ Server Grunties

Aqua Grunty

STAT	RATING
Body Odor	8 to 20
Rebel	8 to 22
Brutality	-2 to 12
Intelligence	13 to 27
Purity	3 to 17



Milky Grunty*

STAT	RATING
Body Odor	5 to 25
Rebel	5 to 25
Brutality	-5 to 15
Intelligence	10 to 30
Purity	0 to 20



*A Grunty with these stats only becomes a Milky Grunty if it does not also meet the requirements for an Aqua Grunty.

Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



*A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Aqua or Milky Grunty.

In Fort Ouph, the Aqua Grunty can be found just off to the northern side of the Weapon Shop. The Milky Grunty is just to the east of the Item Shop, while the Noble Grunty stands at the rear of the Recorder in the center of town.

GOLDEN EGGS

Golden Eggs only affect the Size stat of the Grunty, so once you have the rest of the stats where you want them you can feed enough Golden Eggs at once to bring the Grunty to adulthood with those stats frozen in place.

Ω Server Grunties

Rocker Grunty

STAT RATING

Body Odor	3 to 17
Rebel	8 to 22
Brutality	-2 to 12
Intelligence	8 to 22
Purity	13 to 27



Milky Grunty*

STAT RATING

Body Odor	5 to 25
Rebel	5 to 25
Brutality	-5 to 15
Intelligence	10 to 30
Purity	0 to 20



Noble Grunty**

STAT RATING

Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



*A Grunty with these stats only becomes a Snakey Grunty if it does not also meet the requirements for a Rocker Grunty.

**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either a Rocker or Snakey Grunty.

GRUNTY FOOD

	Food Type	Grunty Clue	Size	Body Odor	Rebel	Brutality	Intelligence	Purity	Controlling Keyword
	Cordyceps	Near a large statue of Buddha	+1	+2	+2	-	+2	+4	Part B: Someone's
	Grunt Mints	Near a very hot square face	+1	-	+4	-4	-2	-1	Part C: Great Seal
	La Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	-	Part C: Paradise
	Mandragera	Near pointed towers	+1	+5	-	+4	-4	-4	Part C: Aqua Field
	Mushroom	In the shadow of mushroom boulders	+1	-4	-3	-	-3	-3	Part C: Hypha
	Oh No Melon	Near barnacles	+1	+3	+1	-1	+1	-	Part B: Destroyer's
	Piney Apple	Deep in the green forest	+1	-	-4	+5	+4	-2	Part B: Solitary
	Root Vegetable	By a wall at end of the labyrinth	+1	-2	-1	+2	-	+3	Part C: Fort Walls
	Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sands
	Twilight Onion	Near a very strange old weapon	+1	+4	+3	-3	-	+1	Part B: Gluttonous
	White Cherry	Near a very cold pillar	+1	-1	-	+1	+3	+5	Part C: White Devil
	Bear Cat Egg	Deep in a very fancy gallery	+2	-1	-3	+1	+2	+3	N/A
	Bloody Egg	In stomach of a very scary monster	+2	+1	+3	-	-3	-1	N/A
	Golden Egg	A few grow inside an important story	+2	-	-	-	-	-	N/A
	Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
	Invisible Egg	Inside a very deep cave	+2	+3	+1	-	-1	-3	N/A

Tables Explained

NAME	ITEM NAME.
Buy	Purchase price if item can be purchased in a shop.
Sell	Price of an item when sold in a shop.
Spell Level	The level and variety of magic
Effect	The item's effect when used.
Target	Whether or not the item targets a single unit or area.
Obtained	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event). **

* * Vol.1, Vol.2, and Vol.3 indicate that the item can only be found in the previous volumes of the game.

Antidote	50	25	Cures Poison, Paralysis, Slow, and Physical Ability Down.	S/C/T
Artisan's Soul	1500	750	Restores 500 SP.	S/C/T
Beast Blood	100	50	Temporarily increases target's Magical Defense power.	S/C/T
Burning Oil	N/A	50	Temporarily increases target's Fire Attribute.	C/T
Cooked Bile	N/A	50	Temporarily increases target's Darkness Attribute.	C/T
Emperor's Soul	N/A	2500	Restores full SP.	T/E
Fairy's Orb	100	50	Reveals unexplored parts of the field and dungeon maps.	S/T
Fortune Wire	10	5	Unlocks booby-trapped treasure boxes.	S/C/T
Healing Elixir	2000	1000	Restores all HP.	C/T
Healing Potion	500	250	Restores 400 HP.	S/C/T
Health Drink	100	50	Restores 150 HP.	S/C/T
Hermit Blood	100	50	Temporarily increases target's Magical Attack power.	S/C/T
Holy Sap	N/A	50	Temporarily increases target's Wood Attribute.	C/T
Hunter Blood	100	50	Temporarily increases target's Physical Accuracy.	S/C/T
Knight Blood	100	50	Temporarily increases target's Physical Defense power.	S/C/T
Mage's Soul	500	250	Restores 100 SP.	S/C/T
Noble Wine	N/A	5000	Restores full HP and SP.	T/E
Pure Water	N/A	50	Temporarily increases target's Water Attribute.	C/T
Recovery Drink	1000	500	Restores 800 HP.	S/C
Restorative	50	25	Cures Curse, Sleep, Confuse, Charm and Magical Ability Down.	S/C/T
Resurrect	300	150	Restores ally from ghost condition.	S/C/T
Risky Coffee	N/A	100	Restores full HP and SP.	E
Sports Drink	N/A	50	Temporarily increases target's Thunder Attribute	C/T
Sprite Ocarina	100	50	Return instantly from dungeon back to the field.	S
Warrior Blood	100	50	Temporarily increases target's Physical Attack power.	S/C/T
Well Water	N/A	50	Temporarily increases target's Earth Attribute.	C/T
Wizard Blood	100	50	Temporarily increases target's Magical Accuracy power.	S/C/T

ATTACK SCROLLS

NAME	BUY	SELL	SPELL LEVEL	ELEMENT	TARGET	OBTAINED
Absolute Zero	1000	500	Level 3 Tornado	Water	Area	S/C/T
Aquacall	N/A	5000	Summons a Lv.2 Water monster like Merrows Ch.	Water	Area	S/T
Chaos Spell	500	250	Level 2 Raise	Darkness	Area	S/C/T
Cosmic Truth	1000	500	Level 3 Raise	Earth	Area	S/C
Cygnus	500	250	Level 2 Converge	Water	Unit	S/C/T
Dark Night	200	100	Level 1 Raise	Darkness	Area	S/C/T
Dark Traitor	500	250	Level 2 Converge	Darkness	Unit	S/C/T
Fire Tempest	200	100	Level 1 Tornado	Fire	Area	S/C/T
Fireball Storm	500	250	Level 2 Converge	Fire	Unit	S/C/T
Flame Blast	500	250	Level 2 Tornado	Fire	Area	S/C/T
Forest of Fear	1000	500	Level 3 Raise	Wood	Area	S/C/T
Gaia's Spell	500	250	Level 2 Raise	Earth	Area	S/C
Gale Breath	200	100	Level 1 Raise	Wood	Area	S/C
Green Gale	200	100	Level 1 Tornado	Wood	Area	S/C/T
Greencall	N/A	5000	Summons a Lv.2 Wood monster like Krake Ch.	Wood	Area	S/T
Hellstorm	1000	500	Level 3 Tornado	Fire	Area	S/C/T
Ice Floe	200	100	Level 1 Converge	Water	Unit	S/C/T
Ice Storm	200	100	Level 1 Tornado	Water	Area	S/C
Ice Strike	500	250	Level 2 Tornado	Water	Area	S/C/T
Inferno Strike	1000	500	Level 3 Converge	Fire	Unit	S/C/T
Infernocall	N/A	5000	Summons a Lv.2 Fire monster like Vulcan Ch.	Fire	Area	S/T
Ion Strike	500	250	Level 2 Drop	Thunder	Area	S/C/T
Jungle Rage	1000	500	Level 3 Tornado	Wood	Area	S/C
Leafblight	500	250	Level 2 Tornado	Wood	Area	S/C
Lightning Bolt	200	100	Level 1 Drop	Thunder	Area	S/C/T
Meteor Strike	1000	500	Level 3 Drop	Earth	Area	S/C
Meteor Swarm	200	100	Level 1 Converge	Fire	Unit	S/C/T
Nightblight	200	100	Level 1 Converge	Darkness	Unit	S/C/T
Nightcall	N/A	5000	Summons a Lv.2 Darkness monster like Wryneck Ch.	Darkness	Area	T
Nightfear	1000	500	Level 3 Converge	Darkness	Unit	S/C/T
Nightshade	1000	500	Level 3 Raise	Darkness	Area	S/C/T
Permafrost	1000	500	Level 3 Converge	Water	Unit	S/C/T
Plasma Gale	1000	500	Level 3 Tornado	Thunder	Area	S/C/T
Plasma Storm	200	100	Level 1 Tornado	Thunder	Area	S/C/T
Raging Earth	200	100	Level 1 Raise	Earth	Area	S/C
Raging Plasma	500	250	Level 2 Tornado	Thunder	Area	S/C/T
Raining Rocks	200	100	Level 1 Drop	Earth	Area	S
Stone Storm	500	250	Level 2 Drop	Earth	Area	S/C
Stonecall	N/A	5000	Summons a Lv.2 Earth monster like Yarthkins Ch.	Earth	Area	S/T
Summon Earth	N/A	2500	Summons a Lv.1 Earth monster like Yarthkins.	Earth	Area	S/T
Summon Fire	N/A	2500	Summons a Lv.1 Fire monster like Vulcan.	Fire	Area	S/T
Summon Night	N/A	2500	Summons a Lv.1 Darkness monster like Wryneck.	Darkness	Area	S/T
Summon Thunder	N/A	2500	Summons a Lv.1 Thunder monster like Lanceor.	Thunder	Area	S/T
Summon Water	N/A	2500	Summons a Lv.1 Water monster like Merrows.	Water	Area	S/T
Summon Wood	N/A	2500	Summons a Lv.1 Wood monster like Krake.	Wood	Area	S/T
Thunderbolt	1000	500	Level 3 Drop	Thunder	Area	S/C/T
Thundercall	N/A	5000	Summons a Lv.2 Thunder monster like Lanceor Ch.	Thunder	Area	S/T
Wood Sprite	500	250	Level 2 Raise	Wood	Area	S/C

MISCELLANEOUS SCROLLS

NAME	BUY	SELL	EFFECT	OBTAINED
Beast's Bane	200	100	Temporarily decreases the target's Magical Defense. (May defeat Magic Tolerance status.)	S/T
Divine Cross	N/A	2500	Restores full HP to target and nearby allies.	T/E
Firebane	N/A	100	Temporarily reduces target's Fire Attribute.	T
Hale Cross	N/A	1000	Restores 400 HP to target and nearby allies.	T
Health Charm	N/A	150	Restores HP in small increments as time passes.	T
Hermit's Bane	200	100	Temporarily decreases the target's Magical Attack.	S/T
Hunter's Bane	200	100	Temporarily decreases target's Physical Accuracy.	S/T
Knight's Bane	200	100	Temporarily decreases the target's Physical Defense. (May defeat Physical Tolerance status.)	S/T
Light Cross	1000	500	Restores 150 HP to target and nearby allies.	S/T
Lightbane	N/A	100	Temporarily reduces target's Thunder Attribute.	T
Nightbane	N/A	100	Temporarily reduces target's Darkness Attribute.	T
Soul Charm	N/A	300	Restores SP in small increments as time passes.	T
Speed Charm	100	50	Temporarily increases the target's Speed.	S/T
Stonebane	N/A	100	Temporarily reduces target's Earth Attribute.	T
The Death	N/A	100	Poison; HP decreases over time.	C/T
The Devil	N/A	100	Curse: SP decreases over time.	C/T
The Fool	N/A	100	Confusion: Target attacks friends and foes alike.	C/T
The Hanged Man	200	100	Paralysis: Target cannot move.	S/C/T
The Lovers	N/A	100	Charm: Target may attack allies.	C/T
The Moon	200	100	Sleep: Target falls asleep.	S/C/T
Treebane	N/A	100	Temporarily reduces target's Wood Attribute.	T
Warrior's Bane	200	100	Temporarily decreases the target's Physical Attack.	S/T
Waterbane	N/A	100	Temporarily reduces target's Water Attribute.	T
Wizard's Bane	200	100	Temporarily decreases target's Magical Accuracy.	S/T

TREASURES

NAME	BUY	SELL	EFFECT	OBTAINED
3-Floor Tower	N/A	50	Objet d'art	C
Aromatic Grass	N/A	5	Useful for trading.	T
Boxed Lunch	N/A	50	Well-known boxed lunch from a mountain line.	C
Chinese Food	N/A	50	Look for someone who wants to trade[el]	C
Christmas Card	N/A	50	Look for someone who wants to trade[el]	C
Crystal Stone	N/A	5000	Sell at a store for a large sum.	C/T
Doll Amulet	N/A	50	Protector of Pregnant women and Children.	C
Field's Deed	N/A	50	Look for someone who wants to trade[el]	C
Golem Parts	N/A	10000	Sell at a store for a large sum.	C/T
Grunt Doll	N/A	250	Sell at a store for a large sum.	C/T
Ice Bar	N/A	50	Look for someone who wants to trade[el]	C
Ivory Barette	N/A	2000	Sell at a store for a large sum.	C/T
Magnolia Miso	N/A	50	Look for someone who wants to trade[el]	C
Maiden's Plot	N/A	50	Look for someone who wants to trade[el]	C
Rainbow Card	N/A	500	Sell at a store for a large sum.	C/T
Rouge Fragment	N/A	50	Look for someone who wants to trade[el]	C
Ruby Brooch	N/A	4000	Sell at a store for a large sum.	C/T
Scarlet Plate	N/A	2500	Sell at a store for a large sum.	C/T
Scent of Gero	N/A	50	Specialty of the Gero hot springs.	C
Silver Scarab	N/A	1500	Sell at a store for a large sum.	C/T
Vessel of Sky	N/A	15000	Sell at a store for a large sum.	C/T
Yellow Candy	N/A	1000	Sell at a store for a large sum.	C/T

BOOKS AND OTHER STAT-RAISING ITEMS

NAME	BUY	SELL	EFFECT	OBTAINED
BL Yokohama	N/A	2500	Permenently increases Water Attribute by +3.	C
Black Magic	N/A	500	Permenently increases Darkness Attribute by +1.	Vol.1; Vol.4
Darklore	N/A	2500	Permenently increases Darkness Attribute by +2.	C/T
Earthlore	N/A	2500	Permenently increases Earth Attribute by +2	C/T
Energy Sutras	N/A	500	Permenently increases max HP by +10.	Vol.3
Feng Shui	N/A	500	Permenently increases Earth Attribute by +1.	T
Fire Magic	N/A	500	Permenently increases Fire Attribute by +1.	T
Firelore	N/A	2500	Permenently increases Fire Attribute by +2.	C/T
Forestlore	N/A	2500	Permenently increases Wood Attribute by +2.	C/T
Golden Grunty	N/A	2500	Permenently increases max HP by +30.	T
Graceful Book	N/A	500	Permenently increases Physical Accuracy by +1.	Vol.1; Vol.2
Insight Book	N/A	500	Permenently increases Magical Attack by +1.	Vol.1; Vol.2
Piros' Diary	N/A	50	Permenently decreases Magical Attack by -1.	Vol.1
Power Book	N/A	500	Permenently increases Physical Attack by +1.	Vol.1; Vol.2
Sealore	N/A	2500	Permenently increases Water Attribute by +2.	C/T
Secret: Awaken	N/A	2500	Permenently increases Magical Attack by +2.	T
Secret: Divine	N/A	2500	Permenently increases Physical Accuracy by +2.	T
Secret: Might	N/A	2500	Permenently increases Physical Attack by +2.	T
Secret: Reason	N/A	2500	Permenently increases Magical Defense by +2.	T
Secret: Rigid	N/A	2500	Permenently increases Physical Defense by +2.	T
Secret: Thief	N/A	2500	Permenently increases Physical Evasion by +2.	T
Silver Grunty	N/A	2500	Permenently increases max SP by +15.	T
Spirit Sutras	N/A	500	Permenently increases max SP by +5.	Vol.3
Spiritual Book	N/A	500	Permenently increases Magical Defense by +1.	Vol.1; Vol.2
Stormlore	N/A	2500	Permenently increases Thunder Attribute by +2.	C/T
Swift Book	N/A	500	Permenently increases Physical Evasion by +1.	Vol.1; Vol.2
Thunder Magic	N/A	500	Permenently increases Thunder Attribute by +1.	Vol.1; Vol.2
Tolerance Book	N/A	500	Permenently increases Physical Defense by +1.	Vol.1; Vol.3
Water Magic	N/A	500	Permenently increases Water Attribute by +1.	T
Wood Magic	N/A	500	Permenently increases Wood Attribute by +1.	Vol.1; Vol.2

SKILLS LIST

This section provides a listing of all of the Skills and Spells that can be used by equipping various weapons and armor. The Skills have been divided into separate sections corresponding to the selections in Kite's Personal Menu. Physical Attack Skills have been subdivided based on the type of weapon with which they are associated. Magical Attack Skills have been grouped by their element. Recovery, Strengthening, Weakening and other special skills and spells are listed at the end.

TABLES EXPLAINED

Name	Skill name.
Level	Skill level.
Element	Skill's Elemental attribute.
AP	Attack Power.
AC	Accuracy Rate.
SP	Skill Points required.
Target	The area of attack or effect.
Description	Pertinent information, such as associated weapons class and magical effects.

PHYSICAL ATTACK SKILLS

Twin Blade Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Saber Dance	1	-	6	5	10	Unit	Continuously slash at high speed.
Tiger Claws	1	-	6	0	10	Area	Spin like a top and slash at high speed
Staccatto	1	-	6	-5	15	Unit	Slash at high speed like a dance.
Flame Dance	2	Fire +3	6	5	30	Unit	Continuously slash at high speed with blades in flame.
Blazing Wheel	2	Fire +3	6	0	30	Area	Spin like a top and slash at high speed
Twin Dragons	2	Fire +3	6	-10	45	Unit	Slash at high speed like a dance.
Red Flame		Fire +6	6	5	50	Unit	Continuously slash at high speed with blades in flame.
Flame Vortex	3	Fire +6	6	0	50	Area	Spin like a top and slash at high speed
Dragon Rage	3	Fire +6	6	-15	65	Unit	Slash at high speed like a dance.
Orchid Dance	2	Wood +3	6	5	30	Unit	Continuously slash at high speed.
Splinter Slash	2	Wood +3	6	0	30	Area	Spin like a top and slash at high speed
Gale of Swords	2	Wood +3	6	-10	45	Unit	Slash at high speed like a dance.
Orchid Strike	3	Wood +6	6	5	50	Unit	Continuously slash at high speed.
Wildflower	3	Wood +6	6	0	50	Area	Spin like a top and slash at high speed
Typhoon Blade	3	Wood +6	6	-15	65	Unit	Slash at high speed like a dance.
Thunder Dance	2	Thunder +3	6	5	30	Unit	Spin like a top and slash at high speed
Thunder Coil	2	Thunder +3	6	0	30	Area	Spin like a top and slash at high speed
Lightning Rage	2	Thunder +3	6	-10	45	Unit	Slash at high speed like a dance.
Storm Strike		Thunder +6	6	5	50	Unit	Spin like a top and slash at high speed
Tempest Strike	3	Thunder +6	6	0	50	Area	Spin like a top and slash at high speed
Storm Rage	3	Thunder +6	6	-15	65	Unit	Slash at high speed like a dance.
Dark Dance	2	Darkness +3	6	5	30	Unit	Continuously slash at high speed with blades in darkness.
Swirling Dark	2	Darkness +3	6	0	30	Area	Spin like a top and slash at high speed
Twin Darkness	2	Darkness +3	6	-10	45	Unit	Slash at high speed like a dance.
Darkness Slash	3	Darkness +6	6	5	50	Unit	Continuously slash at high speed with blades in darkness.
Terror Cyclone	3	Darkness +6	6	0	50	Area	Spin like a top and slash at high speed
Evil Twin	3	Darkness +6	6	-15	65	Unit	Slash at high speed like a dance.

PHYSICAL ATTACK SKILLS (CONTINUED)

Blademaster Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Cross Slash	1	-	6	5	10	Unit	Slash diagonally, and then slash diagonally from the other side.
Crack Beat	1	-	6	0	10	Area	Jump and strike down from head to toe.
Revolver	1	-	6	-5	10	Area	Spin like a top and slash at high speed.
Gan Slash	2	Earth +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the other side.
Gan Crack	2	Earth +3	7	10	30	Area	Jump and strike down from head to toe.
Gan Revolver	2	Earth +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiGan Slash	3	Earth +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiGan Crack	3	Earth +6	8	10	50	Area	Jump and strike down from head to toe.
Ganz Spiral	3	Earth +6	8	-5	50	Area	Spin like a top and slash at high speed.
Rue Slash	2	Water +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the other side.
Rue Crack	2	Water +3	7	10	30	Area	Jump and strike down from head to toe.
Rue Revolver	2	Water +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiRue Slash	3	Water +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiRue Crack	3	Water +6	8	10	50	Area	Jump and strike down from head to toe.
Ruem Spiral	3	Water +6	8	-5	50	Area	Spin like a top and slash at high speed.
Vak Slash	2	Fire +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the other side.
Vak Crack	2	Fire +3	7	10	30	Area	Jump and strike down from head to toe.
Vak Revolver	2	Fire +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiVak Slash	3	Fire +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiVak Crack	3	Fire +6	8	10	50	Area	Jump and strike down from head to toe.
Vakz Spiral	3	Fire +6	8	-5	50	Area	Spin like a top and slash at high speed.
Ani Slash	2	Darkness +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the other side.
Ani Crack	2	Darkness +3	7	10	30	Area	Jump and strike down from head to toe.
Ani Revolver	2	Darkness +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiAni Slash	3	Darkness +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiAni Crack	3	Darkness +6	8	10	50	Area	Jump and strike down from head to toe.
Anid Spiral	3	Darkness +6	8	-5	50	Area	Spin like a top and slash at high speed.

Heavy Blade Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Death Bringer	1	-	6	20	10	Unit	Somersault forward and strike down. 2H Sword skill.
Hayabusa	1	-	6	0	10	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Calamity	1	-	6	-5	10	Unit	Powerful attack above and below the waist. 2H Sword skill.
Sohgasho	1	-	6	-5	15	Unit	Powerful attack above and below the waist. Katana skill.
Gan Smash	2	Earth +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Danku	2	Earth +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Gan Drive	2	Earth +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Gohryu	2	Earth +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Gan Divider	3	Earth +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Kyokushin	3	Earth +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Ganz Maxima	3	Earth +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.

PHYSICAL ATTACK SKILLS (CONTINUED)

Heavy Blade Skills continued

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Gohrai	3	Earth +6	8	-5	50	Unit	Powerful attack above and below the waist. Katana skill.
Vak Smash	2	Fire +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Karin	2	Fire +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Vak Drive	2	Fire +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kannon	2	Fire +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Vak Divider	3	Fire +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Ohka	3	Fire +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Vak Maxima	3	Fire +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Garekka	3	Fire +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.
Juk Smash	2	Wood +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Hirameki	2	Wood +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Juk Drive	2	Wood +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kitsutsuki	2	Wood +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Juk Divider	3	Wood +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Karatakewari	3	Wood +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Juka Maxima	3	Wood +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kamikusabi	3	Wood +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.
Rai Smash	2	Thunder +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Raika	2	Thunder +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Rai Drive	2	Thunder +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Rairaku	2	Thunder +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Rai Divider	3	Thunder +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Murakumo	3	Thunder +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Raio Maxima	3	Thunder +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Unyo no Tachi	3	Thunder +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.

Heavy Axeman Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Axel Pain	1	-	6	15	10	Area	Spin the blade and strike down with force.
Triple Wield	1	-	6	0	10	Area	Hold the weapon parallel and spin side-ways.
Brandish	1	-	6	-5	10	Area	Swing the axe. Range increases with use.
Gan Break	2	Earth +3	7	15	30	Area	Wide range damage from tremors and boulders.
Gan Tornado	2	Earth +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Gan Basher	2	Earth +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiGan Break	3	Earth +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiGan Rampage	3	Earth +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Ganz Punish	3	Earth +6	8	-5	50	Area	Swing the axe. Range increases with use.
Rue Break	2	Water +3	7	15	30	Area	Spin the blade and strike down with force.
Rue Tornado	2	Water +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Rue Basher	2	Water +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiRue Break	3	Water +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiRue Rampage	3	Water +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Ruem Punish	3	Water +6	8	-5	50	Area	Swing the axe. Range increases with use.
Rai Break	2	Thunder +3	7	15	30	Area	Spin the blade and strike down with force.
Rai Tornado	2	Thunder +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Rai Basher	2	Thunder +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiRai Break	3	Thunder +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiRai Rampage	3	Thunder +6	8	0	60	Area	Hold the weapon parallel and spin side-ways.
Raio Punish	3	Thunder +6	8	-5	50	Area	Swing the axe. Range increases with use.
Ani Break	2	Darkness +3	7	15	30	Area	Spin the blade and strike down with force.
Ani Tornado	2	Darkness +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Ani Basher	2	Darkness +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiAni Break	3	Darkness +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiAni Rampage	3	Darkness +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Anid Punish	3	Darkness +6	8	-5	50	Area	Swing the axe. Range increases with use.

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PHYSICAL ATTACK SKILLS (CONTINUED)

Long Arm Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Triple Doom	1	-	6	0	10	Unit	Powerful attack above and below the waist.
Repulse Cage	1	-	6	-5	10	Area	Spin the spear in one hand and slash repeatedly.
Double Sweep	1	-	6	0	10	Area	Slash parallel to the ground. Range increases with level.
Rue Doom	2	Water +3	7	0	30	Unit	Powerful attack above and below the waist.
Rue Repulse	2	Water +3	7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Rue Wipe	2	Water +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiRue Doom	3	Water +6	8	0	50	Unit	Powerful attack above and below the waist.
GiRue Vortex	3	Water +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Ruem Tempest	3	Water +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Vak Doom	2	Fire +3	7	0	30	Unit	Powerful attack above and below the waist.
Vak Repulse	2	Fire +3	7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Vak Wipe	2	Fire +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiVak Doom	3	Fire +6	8	0	50	Unit	Powerful attack above and below the waist.
GiVak Vortex	3	Fire +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Ruem Tempest	3	Fire +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Juk Doom	2	Wood +3	7	0	30	Unit	Powerful attack above and below
Juk Repulse	2	Wood +3	7	-5	30	Area	Spin the spear in one hand and
Juk Wipe	2	Wood +3	7	0	30	Area	Slash parallel to the ground.
GiJuk Doom	3	Wood +6	8	0	50	Unit	Powerful attack above and below the waist.
GiJuk Vortex	3	Wood +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Juka Tempest	3	Wood +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Rai Doom	2	Thunder +3	7	0	30	Unit	Powerful attack above and below the waist.
Rai Repulse	2	Thunder +3	7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Rai Wipe	2	Thunder +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiRai Doom	3	Thunder +6	8	0	50	Unit	Powerful attack above and below the waist.
GiRai Vortex	3	Thunder +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Raio Tempest	3	Thunder +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.

MAGICAL ATTACK SKILLS

Earth Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Gan Don	1	Earth +1	6	20	10	Area	Drop stone on the target.
GiGan Don	2	Earth +2	8	20	20	Area	Drop stones on the target.
OrGan Don	3	Earth +3	10	20	40	Area	Drop boulders on the target.
PhaGan Don	4	Earth +4	12	20	60	Area	Drop boulders on the target.
Gan Rom	1	Earth +1	5	10	10	Area	Generate a tornado.
MeGan Rom	2	Earth +3	6	10	20	Area	Generate a tornado.
OrGan Rom	3	Earth +5	7	10	40	Area	Generate a tornado.
PhaGan Rom	4	Earth +7	8	10	60	Area	Generate a tornado.
Gan Zot	1	Earth +1	7	15	20	Area	Raise stone columns below the target.
GiGan Zot	2	Earth +2	9	15	30	Area	Raise stone columns below the target.
OrGan Zot	3	Earth +3	11	15	50	Area	Raise stone columns below the target.
PhaGan Zot	4	Earth +4	13	15	70	Area	Raise stone columns below the target.
Yarthkins	1	Earth +25	25	99	50	Area	Summon Yarthkins.
Yarthkins Ch	2	Earth +35	35	99	70	Area	Summon Yarthkins.
Yarthkins Rf	3	Earth +45	45	99	90	Area	Summon Yarthkins.
Yarthkins Pha	4	Earth +55	55	99	110	Area	Summon Yarthkins.

MAGICAL ATTACK SKILLS (CONTINUED)

Water Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Rue Rom	1	Water +1	5	10	10	Area	Generate a tornado with ice blocks.
MeRue Rom	2	Water +3	6	10	20	Area	Generate a tornado with ice blocks.
OrRue Rom	3	Water +5	7	10	40	Area	Generate a tornado with ice blocks.
PhaRue Rom	4	Water +7	8	10	60	Area	Generate a tornado with ice blocks.
Rue Kruz	1	Water +2	8	30	10	Unit	Ice blocks converge on the target.
GiRue Kruz	2	Water +4	10	30	20	Unit	Ice blocks converge on the target.
MeRue Kruz	3	Water +6	12	30	40	Unit	Ice blocks converge on the target.
PhaRue Kruz	4	Water +10	14	30	60	Unit	Ice blocks converge on the target.
Rue Zot	1	Water +1	7	15	20	Area	Raise ice columns below the target.
MeRue Zot	2	Water +2	9	15	30	Area	Raise ice columns below the target.
LaRue Zot	3	Water +3	11	15	50	Area	Raise ice columns below the target.
PhaRue Zot	4	Water +4	13	15	70	Area	Raise ice columns below the target.
Merrows	1	Water +25	25	99	50	Area	Summon Merrows.
Merrows Ch	2	Water +35	35	99	70	Area	Summon Merrows.
Merrows Rf	3	Water +45	45	99	90	Area	Summon Merrows.
Merrows Pha	4	Water +55	55	99	110	Area	Summon Merrows.

Fire Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Vak Don	1	Fire +1	6	20	10	Area	Drop a fire ball on the target.
GiVak Don	2	Fire +2	8	20	20	Area	Drop fire balls on the target.
RaVak Don	3	Fire +3	10	20	40	Area	Drop fire balls on the target.
PhaVak Don	4	Fire +4	12	20	60	Area	Drop fire balls on the target.
Vak Rom	1	Fire +1	5	10	10	Area	Generate a tornado with fire.
BiVak Rom	2	Fire +3	6	10	20	Area	Generate a tornado with fire.
OrVak Rom	3	Fire +5	7	10	40	Area	Generate a tornado with fire.
PhaVak Rom	4	Fire +7	8	10	60	Area	Generate a tornado with fire.
Vak Kruz	1	Fire +2	8	30	10	Unit	Fire balls converge on the target.
GiVak Kruz	2	Fire +4	10	30	20	Unit	Fire balls converge on the target.
MeVak Kruz	3	Fire +6	12	30	40	Unit	Fire balls converge on the target.
PhaVak Kruz	4	Fire +10	14	30	60	Unit	Fire balls converge on the target.
Vulcan	1	Fire +25	25	99	50	Area	Summon Vulcan.
Vulcan Ch	2	Fire +35	35	99	70	Area	Summon Vulcan.
Vulcan Rf	3	Fire +45	45	99	90	Area	Summon Vulcan.
Vulcan Pha	4	Fire +55	55	99	110	Area	Summon Vulcan.

Wood Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Juk Rom	1	Wood +1	5	10	10	Area	Generate a tornado with leaves.
BiJuk Rom	2	Wood +3	6	10	20	Area	Generate a tornado with leaves.
RaJuk Rom	3	Wood +5	7	10	40	Area	Generate a tornado with leaves.
PhaJuk Rom	4	Wood +7	8	10	60	Area	Generate a tornado with leaves.
Juk Kruz	1	Wood +2	8	30	10	Unit	Tree branches converge on the target.
MeJuk Kruz	2	Wood +4	10	30	20	Unit	Tree branches converge on the target.
OrmJuk Kruz	3	Wood +6	12	30	40	Unit	Tree branches converge on the target.
PhaJuk Kruz	4	Wood +10	14	30	60	Unit	Tree branches converge on the target.
Juk Zot	1	Wood +1	7	15	20	Area	Raise trees below the target.
RaJuk Zot	2	Wood +2	9	15	30	Area	Raise trees below the target.
OrJuk Zot	3	Wood +3	11	15	50	Area	Raise trees below the target.
PhaJuk Zot	4	Wood +4	13	15	70	Area	Raise trees below the target.
Krake	1	Wood +25	25	99	50	Area	Summon Krake.
Krake Ch	2	Wood +35	35	99	70	Area	Summon Krake.
Krake Rf	3	Wood +45	45	99	90	Area	Summon Krake.
Krake Pha	4	Wood +55	55	99	110	Area	Summon Krake.

MAGICAL ATTACK SKILLS (CONTINUED)

Thunder Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Rai Don	1	Thunder +1	6	20	10	Area	Drop lightning on the target.
MeRai Don	2	Thunder +2	8	20	20	Area	Drop lightning on the target.
GiRai Don	3	Thunder +3	10	20	40	Area	Drop lightning on the target.
PhaRai Don	4	Thunder +4	12	20	60	Area	Drop lightning on the target.
Rai Rom	1	Thunder +1	5	10	10	Area	Generate a tornado with plasma.
GiRai Rom	2	Thunder +3	6	10	20	Area	Generate a tornado with plasma.
MeRai Rom	3	Thunder +5	7	10	40	Area	Generate a tornado with plasma.
PhaRai Rom	4	Thunder +7	8	10	60	Area	Generate a tornado with plasma.
Rai Kruz	1	Thunder +2	8	30	10	Unit	Thunder balls converge on the target.
MeRai Kruz	2	Thunder +4	10	30	20	Unit	Thunder balls converge on the target.
OrmRai Kruz	3	Thunder +6	12	30	40	Unit	Thunder balls converge on the target.
PhaRai Kruz	4	Thunder +10	14	30	60	Unit	Thunder balls converge on the target.
Lanceor	1	Thunder +25	25	99	50	Area	Summon Lanceor.
Lanceor Ch	2	Thunder +35	35	99	70	Area	Summon Lanceor.
Lanceor Rf	3	Thunder +45	45	99	90	Area	Summon Lanceor.
Lanceor Pha	4	Thunder +55	55	99	110	Area	Summon Lanceor.

Darkness Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Ani Don	1	Darkness +1	6	20	10	Area	Drop a skull on the target.
BiAni Don	2	Darkness +2	8	20	20	Area	Drop skulls on the target.
OrbiAni Don	3	Darkness +3	10	20	40	Area	Drop skulls on the target.
PhAni Don	4	Darkness +4	12	20	60	Area	Drop skulls on the target.
Ani Kruz	1	Darkness +2	8	30	10	Unit	Skulls converge on the target.
MeAni Kruz	2	Darkness +4	10	30	20	Unit	Skulls converge on the target.
OrmeAni Kruz	3	Darkness +6	12	30	40	Unit	Creatures of darkness converge on the target.
PhAni Kruz	4	Darkness +10	14	30	60	Unit	Creatures of darkness converge on the target.
Ani Zot	1	Darkness +1	7	15	20	Area	Raise dark claws below the target.
MeAni Zot	2	Darkness +2	9	15	30	Area	Raise dark claws below the target.
OrmeAni Zot	3	Darkness +3	11	15	50	Area	Raise dark claws below the target.
PhAni Zot	4	Darkness +4	13	15	70	Area	Raise dark claws below the target.
Wryneck	1	Darkness +25	25	99	50	Area	Summon Wryneck.
Wryneck Ch	2	Darkness +35	35	99	70	Area	Summon Wryneck.
Wryneck Rf	3	Darkness +45	45	99	90	Area	Summon Wryneck.
Wryneck Pha	4	Darkness +55	55	99	110	Area	Summon Wryneck.

OTHER SPELLS AND SKILLS

Recovery Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Repth	1	-	0	5	10	Unit	Restore 150 HP.
Oi Repth	2	-	0	5	30	Unit	Restore 400 HP.
Pha Repth	3	-	0	5	50	Unit	Restore HP to maximum.
La Repth	1	-	0	5	20	Area	Recover target and any near-by member's HP by 150HP.
Ola Repth	2	-	0	5	40	Area	Recover target and any near-by member's HP by 400HP.
Phal Repth	3	-	0	5	60	Area	Recover target and any near-by members' HP to maximum.
Rip Teyn	1	-	0	5	10	Unit	Cure poison, paralysis, speed down and decrease in physical status.
Rip Synk	1	-	0	5	10	Unit	Cure curse, sleep, confusion, charm, and decrease in magical status.
Rip Maen	1	-	0	5	40	Unit	Revive target from a ghost.

Strengthening Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Ap Corv	1	-	5	5	15	Unit	Increase target's attack.
Ap Vorv	1	-	5	5	15	Unit	Increase target's defense.
Ap Torv	1	-	0	15	15	Unit	Increase target's accuracy.
Ap Corma	1	-	5	5	15	Unit	Increase target's magic.
Ap Vorma	1	-	5	5	15	Unit	Increase target's magic defense.
Ap Torma	1	-	0	15	15	Unit	Increase target's magic accuracy.
Ap Ganz	1	Earth +10	0	5	10	Area	Increase target and any near-by member's Earth Element.
Ap Ruem	1	Water +10	0	5	10	Area	Increase target and any near-by member's Water Element.
Ap Vakz	1	Fire +10	0	5	10	Area	Increase target and any near-by member's Fire Element.
Ap Juka	1	Wood +10	0	5	10	Area	Increase target and any near-by member's Wood Element.
Ap Raio	1	Thunder +10	0	5	10	Area	Increase target and any near-by member's Thunder Element.
Ap Anid	1	Darkness +10	0	5	10	Area	Increase target and any near-by member's Darkness Element.

Weakening Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Duk Lei	1	-	0	5	20	Unit	Poison a target. HP decrease with time.
Suvi Lei	1	-	0	5	20	Unit	Paralyze a target. Unable to move for a set time.
Dek Do	1	-	0	5	20	Unit	Slow down a target. Speed down movement for a set time.
Miu Lei	1	-	0	5	40	Unit	Charm a target. Attack allies for a set time.
Mumyn Lei	1	-	0	5	30	Unit	Put a target to sleep. Unable to move for a set time.
Ranki Lei	1	-	0	5	30	Unit	Confuse a target. Attack allies and enemies for a set time.
Maj Lei	1	-	0	5	30	Unit	Curse a target. SP decreases with time.
Dek Corv	1	-	-10	5	15	Unit	Decrease target's attack.
Dek Vorv	1	-	-10	5	15	Unit	Decrease target's defense.
Dek Torv	1	-	0	-20	15	Unit	Decrease target's accuracy.
Dek Corma	1	-	-10	5	15	Unit	Decrease target's magic.
Dek Vorma	1	-	-10	5	15	Unit	Decrease target's magic defense.
Dek Torma	1	-	0	-20	15	Unit	Decrease target's magic accuracy.
Dek Ganz	1	Earth -15	0	5	10	Area	Decrease target and any near-by member's Earth Element.
Dek Ruem	1	Water -15	0	5	10	Area	Decrease target and any near-by member's Water Element.
Dek Vakz	1	Fire -15	0	5	10	Area	Decrease target and any near-by member's Fire Element.
Dek Juka	1	Wood -15	0	5	10	Area	Decrease target and any near-by member's Wood Element.
Dek Raio	1	Thunder -15	0	5	10	Area	Decrease target and any near-by member's Thunder Element.
Dek Anid	1	Darkness -15	0	5	10	Area	Decrease target and any near-by member's Darkness Element.
Rig Saem	1	-	0	5	15	Unit	Harmonize a target. Recover HP with time.
Rig Geam	1	-	0	5	25	Unit	Bless a target. Recover SP with time.
Ap Do	1	-	0	5	15	Unit	Speed up a target. Temporary increase in speed of movement.

Special Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Meoow	1	All +1	25	99	70	Area	Summon Black Cat Gang!
Stuck?	1	All +10	60	99	130	Area	Summon a creature from a strange dimension!
Summon Goblin	1	-	15	99	25	Area	Summon a giant goblin!
More Goblins	2	-	30	99	45	Area	Summon a giant goblin!
Goblin King	3	-	45	99	65	Area	Summon a giant goblin!
King of Goblins	4	-	60	99	85	Area	Summon a giant goblin!

Data Drain Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Data Drain	1	-	0	0	10	Unit	Drain data and decrease level. Effective only on "PROTECT BREAK"
Drain Arc	1	-	0	0	20	Area	Data Drain multiple enemies.
2128 Drain	1	-	0	0	30	Unit	Data Drain one enemy. Possibility of a rare item is high.
Drain Heart	1	-	0	0	40	Area	Data Drain multiple enemies. Possibility of a rare item is high.

EQUIPMENT LIST

Equipping the following items raises and lowers the character's various physical, magical and elemental parameters, and enables the use of assorted skills and spells. Equipment is largely specific to a particular character class. If you are used to playing RPGs, it will come as no shock to learn that Wavemasters can only equip the lightest of armor, while the only characters who can use the heaviest armor are the brawny Heavy Axemen and Heavy Blades. To make navigation easier equipment has been divided up into tables by armor class (Head, Body, Hand and Leg) and by type (Light, Basic, and Heavy).

Items marked with an (*) and shown in a different color are RARE items. These items are usually acquired through trade, battle or by winning events like Gott Statue race.

Tables Explained

NAME	ITEM NAME
Lv (Level)	The level of the item.
B/S (Buy/Sell)	Price of an item when bought or sold in a store.
P/M (Physical/Magical)	Changes to the character's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc) and Evasion (Evd) when the item is equipped.
Element	Changes to the elemental attribute values (Earth, Water, Fire, Wood, Thunder and Darkness) when the item is equipped.
M/B Res (Mind/Body Resistance)	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm and Magical Ability Down) and the body (Poison, Paralysis, Speed Down, Physical Ability Down and Attribute Down).
Skill	List of Skills available when the item is equipped.
Notes	Lists added effects of weapons when the item is equipped.
Obtain	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event), M (monster), SM (Spring of Myst)

HEAD ARMOR

Light Head Armor (suitable for all Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Bandana	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	Repth	N/A	C/S/SM
Time Headband*	4	-/350	0/0	0/0	0/0	25/0	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Steel Cap	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	Repth	N/A	C/S/SM
Cougar Bandana	11	-/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	La Repth	N/A	C/M/SM
Raccoon Earcap	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	La Repth	N/A	C/SM
Bent Glasses*	18	-/900	0/5	0/2	0/15	0/3	2	2	2	2	2	2	0/0	Duk Lei, Dek Torma	N/A	E
Newt Necklace	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	La Repth	N/A	C/SM
Scarab Earring	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	La Repth, Rip Maen	N/A	C/M/SM
Thunder Torque	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	La Repth, Rip Maen	N/A	S/C/M/SM
Bat Earrings	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ola Repth, Rip Maen	N/A	C/M/SM
Gold Necklace	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	Ola Repth, Rip Maen	N/A	C/M/SM
War Headband	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	Ola Repth, Rip Maen	N/A	C/M/SM
Imp Earrings	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	Ola Repth, Rip Maen	N/A	C/S/M/SM
Dragon Crest	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	Ola Repth, Rip Maen	N/A	C/M/SM
Fox Crest	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	Ola Repth, Rip Maen	N/A	C/M/SM
Wolf Crest	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	Ola Repth, Rip Maen	N/A	C/M/SM
Owl Crest	71	-/3000	0/2	3/7	-3/2	-3/18	0	1	1	5	1	1	12/5	Phal Repth, Rip Maen	N/A	C/T/M/SM
Rat Crest	76	-/3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	Phal Repth, Rip Maen	N/A	T/M/SM
Raven Crest	82	-/3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	Phal Repth, Rip Maen	N/A	C/T/M/SM
Blade's Chain	87	-/3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	Phal Repth, Rip Maen	N/A	C/T/SM
Angel Chain	92	-/3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	Phal Repth, Rip Maen	N/A	C/T/M/SM
Golden Crown	97	-/4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	x4	12/10	Phal Repth, Rip Maen	No Damage +10	C/T/M

HEAD ARMOR (CONTINUED)

Head Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Nomad's Hood	2	-250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	Repth	N/A	C/T/M/SM
Goblin Cap*	6	-400	0/0	1/0	0/0	0/0	0	0	0	0	0	0	0/20	Maj Lei	N/A	E
Guard Cap	7	900/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	Repth	N/A	S/C/SM
Goblin Cap A*	8	-500	0/0	2/0	0/0	0/0	0	0	0	0	0	0	0/40	Maj Lei	N/A	E
Goblin Cap S*	11	-600	0/0	3/0	0/0	0/0	0	0	0	0	0	0	0/60	Maj Lei	N/A	E
Hunter's Hood	12	-650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Repth	N/A	C/M/SM
Goblin Cap Z*	13	-700	0/0	4/4	0/0	10/0	2	2	2	2	2	2	0/80	Maj Lei	N/A	E
Ice Hunter Cap	17	-850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Repth	N/A	C/M/SM
Fire Dance Hat	22	-1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Repth	N/A	C/M/SM
Peasant's Cap	27	-2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Repth, Rip Maen	N/A	C/M/SM
Lightning Cap	32	-1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Repth, Rip Maen	N/A	C/SM
Darkness Hood	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ol Repth, Rip Maen	N/A	S/C/M/SM
Golden Turban	42	-1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Ol Repth, Rip Maen	N/A	C/M/SM
Infantry Cap	47	-2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Ol Repth, Rip Synk	N/A	C/M/SM
Demon's Cap	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Ol Repth, Rip Teyn	N/A	S/C/SM
Eagle Hood	57	-2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	Ol Repth, Rip Synk	N/A	C/M/SM
Ice Tiger Hood	63	-2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/M/SM
Fire Lion Hood	68	-2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/SM
Cave Bear Hood	73	-3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	Pha Repth, Rip Synk	N/A	S/C/T/M/SM
Lady's Cap*	73	-3050	0/2	-10/5	0/30	-10/11	0	0	0	0	0	0	5/5	Pha Repth, Maj Lei	N/A	E
Cats Hat*	73	-3050	-2/5	4/5	0/12	0/11	2	2	2	2	2	2	9/9	Ola Repth, Rip Maen	N/A	T
Giraffe Hood	78	-3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	Pha Repth, Rip Teyn	N/A	T/SM
Night Ape Hood	83	-3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	Pha Repth, Rip Teyn	N/A	C/T/M/SM
Matador Hood	88	-3650	5/0	6/4	1/0	11/11	2	2	2	2	2	2	5/5	Pha Repth, Rip Synk	N/A	C/T/SM
Angel's Cap	93	-3850	1/2	5/6	0/3	3/11	3	3	3	3	3	3	5/5	Pha Repth, Rip Maen	N/A	C/T/SM
Fallen Pope	98	-4050	0/1	6/6	1/1	11/11	4	4	4	4	4	4	5/5	Pha Repth, Rig Geam	No Damage +10	C/T/M

Heavy Head Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Head Gear	3	-300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	Ap Ganz	N/A	C/M/SM
Ceramic Helm*	7	-450	0/0	2/5	0/0	3/5	1	1	1	1	1	1	1/2	Rig Saem, Rig Geam	N/A	E
Face Guard	8	1000/500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	Ap Ruem	N/A	S/C/SM
Mountain Helm	13	-700	0/0	3/0	0/0	8/0	1	1	1	1	1	1	0/6	Ap Ganz	N/A	C/M/SM
Ice Helm	18	-900	0/0	3/0	0/0	10/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M/SM
Fire Helm	23	-1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M/SM
Forester Helm	28	-1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka, Ap Vorma	N/A	C/T/M/SM
Stormlord Helm	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio, Ap Torv	N/A	S/C/T/SM
Midnight Helm	38	-1700	1/0	6/0	0/0	13/0	2	2	2	2	0	4	0/10	Repth, Rip Maen	N/A	C/T/M/SM
Golden Helm	44	-1900	0/1	6/0	1/0	10/1	2	2	2	2	2	2	1/10	Repth, Rip Synk	N/A	C/M/SM
Samurai Helm	49	-2100	1/0	7/1	0/0	10/1	2	2	2	2	2	2	1/11	Repth, Rip Teyn	N/A	C/M/SM
Devil Helm	54	4600/2300	0/1	7/1	1/1	10/1	2	2	2	2	2	2	2/11	Repth, Rip Teyn	N/A	S/C/T/SM
Rock Dragon	59	-2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Repth, Rip Synk	N/A	C/SM
Ice Dragon	64	-2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Repth, Rip Teyn	N/A	C/SM
Fire Dragon	69	-2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Repth, Rip Synk	N/A	C/T/M/SM
Spirit Dragon	74	-3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Ol Repth, Rip Teyn	N/A	C/T/M/SM
Thunder Dragon	79	-3300	1/0	10/3	1/1	13/6	5	5	5	5	10	0	6/12	Ol Repth, Rip Teyn	N/A	T/SM
Dark Dragon	84	-3500	0/3	10/3	1/3	13/6	5	5	5	5	0	10	7/12	Ol Repth, Rip Synk	N/A	C/T/SM
Mercenary Mask	89	-3700	1/0	11/3	1/0	13/6	6	6	6	6	6	6	8/12	Ol Repth, Rip Teyn	N/A	C/T/SM
Angel Helm	94	-3800	0/3	11/3	1/3	13/7	7	7	7	7	7	7	9/12	Ol Repth, Rip Teyn	N/A	C/T/SM
Usurper Helm	99	-4100	1/0	12/4	1/0	13/8	7	7	7	7	7	7	10/12	Ol Repth, Rig Saem	No Damage +10	C/T/M

BODY ARMOR

Light Body Armor (suitable for all Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Leather Coat	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/SM
Time Sash*	4	-/350	0/0	0/0	0/0	0/25	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Noble Cloak	6	-/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	C/SM
Kagayuzen*	8	-/500	0/10	0/8	0/10	0/8	0	0	0	0	0	0	8/0	Miu Lei	No Damage +15	E
Hiking Gear	11	1200/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Zot	N/A	S/C/M/SM
Winter Coat	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Zot	N/A	C/M/SM
Fireman's Coat	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Kruz	N/A	C/M/SM
Lincoln Green	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Zot	N/A	C/M/SM
Thunder Cloak	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Kruz	N/A	S/C/SM
Demon Cloak	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Don	N/A	C/M/SM
Saint Cross	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, Rue Zot	N/A	C/M/SM
Blood Suit	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	BiAni Don, Vak Kruz	N/A	C/M/SM
Priest's Stole	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	GiRai Rom, Gan Zot	N/A	S/C/SM
Tribal Robes	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Rom, GiGan Don	N/A	C/M/SM
Flowing Robes	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrRue Rom, GiRue Kruz	N/A	C/M/SM
Blazing Robes	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrVak Rom, GiVak Kruz	N/A	C/SM
Airy Robes	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	S/C/T/M/SM
Thunder Robes	76	-/3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	MeRai Rom, MeRai Kruz	N/A	T/M/SM
Magus Robes	82	-/3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	OrbiAni Don, MeAni Kruz	N/A	C/T/M/SM
Sublime Stole	87	-/3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	Rig Saem, Rig Gearm	N/A	C/T/M/SM
Celestial Robe	92	-/3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	Rig Saem, Yarthkins Rf	N/A	C/T/SM
Shadow Robes	97	-/4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4	12/10	OrbiAni Don, OrmeAni Kruz	N/A	C/T/M

Body Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Leather Armor	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M/SM
Goblin Mail*	6	-/400	0/0	1/0	0/0	0/0	0	0	0	0	0	0	0/20	Dek Do	N/A	E
Ring Mail	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C/SM
Goblin Mail A*	8	-/500	0/0	2/0	0/0	0/0	0	0	0	0	0	0	0/40	Dek Do	N/A	E
Goblin Mail S*	11	-/600	0/0	3/0	0/0	0/0	0	0	0	0	0	0	0/60	Dek Do	N/A	E
Wyrn Hide	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Gan Don	N/A	S/C/M/SM
Goblin Mail Z*	13	-/700	0/0	4/4	0/0	10/0	2	2	2	2	2	2	0/80	Dek Do	N/A	E
Wyrn Scale	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Rue Kruz	N/A	C/M/SM
Firedrake Mail	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Vak Kruz	N/A	C/M/SM
Holy Tree Mail	27	-/1250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Juk Kruz	N/A	C/M/SM
Quakebeast Fur	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Rai Kruz	N/A	C/SM
Bone Armor	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ani Don	N/A	S/C/M/SM
Linen Cuirass	42	-/1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Vak Rom, Dek Corv	N/A	C/M/SM
Bandit Mail	47	-/2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Juk Rom, Dek Vorv	N/A	C/M/SM
Segmentart	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Rai Rom, Dek Torv	N/A	S/C/M/SM
Jasper Hauberk	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	MeGan Rom, Dek Ganz	N/A	C/M/SM
Frost Hauberk	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeRue Rom, Dek Ruem	N/A	C/T/M/SM
Blaze Hauberk	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	BiVak Rom, Dek Vakz	N/A	C/M/SM
Spirit Hauberk	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	BiJuk Rom, Dek Juka	N/A	S/C/T/M/SM
Lady's Mail*	73	-/3050	0/2	-10/5	0/30	-10/11	0	0	0	0	0	0	5/5	Miu Lei, Mumyn Lei	N/A	E
Cats Mail*	73	-/3050	-5/5	4/5	0/12	0/11	2	2	2	2	2	2	9/9	Dek Vorv, Dek Torv	N/A	T
Storm Hauberk	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	GiRai Rom, Dek Raio	N/A	T/M/SM
Ebony Hauberk	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	BiAni Don, Dek Anid	N/A	C/T/M/SM
Killer Hauberk	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	RaJuk Rom, Dek Torv	N/A	C/T/M/SM
Able Lamellar	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	MeRai Rom, Rig Saem	N/A	C/T/M/SM
Demon Mail	98	-/4050	0/1	6/6	1/1	10/11	4	4	4	4	4	4	5/5	OrbiAni Don, Rig Gearm	N/A	C/T/M

BODY ARMOR (CONTINUED)

Heavy Body Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Brigandine	3	-300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	N/A	N/A	C/SM
Plate Armor	8	-500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	N/A	N/A	C/M/SM
Grand Armor	13	1400/700	0/0	3/0	0/0	8/0	4	2	2	0	2	2	0/6	Ap Ganz	N/A	S/C/M/SM
Frost Armor	18	-900	0/0	3/0	0/0	9/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M/SM
Blaze Armor	23	-1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M/SM
Spirit Armor	28	-1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka	N/A	C/M/SM
Thunder Armor	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio	N/A	S/C/SM
Ebony Armor	38	-1700	1/0	6/0	0/0	13/0	3	3	3	3	0	4	0/10	Ani Don	N/A	C/M/SM
Kris Armor	44	-1900	0/1	6/0	1/0	10/0	3	3	3	3	3	3	1/10	Rai Rom, Ap Corv	N/A	C/M/SM
Masamune Armor	49	-2100	1/0	7/1	0/0	10/1	4	4	4	4	4	4	1/11	Juk Rom, Ap Vorma	N/A	C/M/SM
Armor of Hell	54	4600/2300	0/1	7/1	1/1	10/1	4	4	4	4	4	4	2/11	Vak Rom, Ap Torv	N/A	S/C/T/SM
Earth Beast	59	-2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Rom, Ap Ganz	N/A	C/M/SM
Water Beast	64	-2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Rom, Ap Ruem	N/A	C/M/SM
Fire Beast	69	-2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Rom, Ap Vakz	N/A	C/M/SM
Tree Beast	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Rom, Ap Juka	N/A	S/C/T/M/SM
Thunder Beast	79	1/0	10/3	1/1	13/6	5	5	5	5	10	0		6/12	Rai Don, Ap Raio	N/A	T/M/SM
Dark Beast	84	0/3	10/3	1/3	13/6	5	5	5	5	0	10		7/12	Ani Don, Ap Anid	N/A	C/T/SM
Paladin Mail	89	1/0	11/30/03	1/0	13/6	6	6	6	6	6	0		8/12	GiRai Rom, Rig Geam	N/A	C/T/SM
Ragaraja Mail	94	0/3	11/3	1/3	13/7	7	7	7	7	7	7		9/12	BiVak Rom, Rig Saem	N/A	C/T/SM
Omega Guard	99	1/0	12/4	1/0	13/8	7	7	7	7	7	7		10/12	MeGan Rom, Rig Geam	N/A	T/C

HAND ARMOR

Light Hand Armor (suitable for all Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Wrist Band	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/M/SM
Silver Bracer	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	S/C/SM
Fossil Bracer	11	-600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Rom	N/A	C/M/SM
Frost Bracer	16	-800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Rom	N/A	C/M/SM
Time Bracer*	18	-900	1/0	9/2	0/0	12/4	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Fire Bracer	21	-1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Rom	N/A	C/M/SM
Air Bracer	26	-1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Rom	N/A	C/M/SM
Storm Bracer	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Rom	N/A	S/C/M/SM
Jet Bracer	36	-1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Kruz	N/A	C/M/SM
Protect Ring	41	-1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	MeJuk Kruz	N/A	C/M/SM
Able Ring	46	-2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Don, Rig Saem	N/A	C/SM
Geist Ring	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Kruz, Ranki Lei	Skill Drain +5	S/C/T/M/SM
Rock Guard	56	-2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Don, GiGan Zot	N/A	C/M/SM
Briny Guard	61	-2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrRue Rom, GiRue Kruz	N/A	C/SM
Charred Guard	66	-2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrVak Rom, GiVak Don	N/A	C/SM
Hunting Guard	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	S/C/T/M/SM
Ion Guard	76	-3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	MeRai Rom, MeRai Don	N/A	T/M/SM
Shadow Guard	82	-3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	OrbiAni Don, MeAni Kruz	N/A	C/T/M/SM
War God Guard	87	-3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	PhaRai Don, MeGan Don	No Damage +10	C/T/SM
Sacred Guard	92	-3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	PhaJuk Kruz, OrRue Rom	N/A	C/T/SM
Uber Guard	97	-4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4	12/10	PhaAni Kruz, OrVak Rom	N/A	C/T/M

Hand Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Leather Gloves	2	-/250	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M/SM
Silver Gloves	7	900/450	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	0/0	N/A	N/A	S/C/SM
Miner's Gloves	12	-/650	0/0	2/5	-5/1	-5/14	4	1	1	1	1	1	1/1	Dek Ganz	N/A	C/M/SM
Goblin Gloves*	13	-/700	0/1	6/0	1/0	10/0	0	0	0	0	0	0	0/20	Duk Lei	N/A	E
Fishing Gloves	17	-/850	0/1	1/6	-6/1	-6/14	2	4	0	2	2	2	2/2	Dek Ruem	N/A	C/M/SM
Goblin Gloves A*	17	-/850	1/0	7/1	0/0	10/1	0	0	0	0	0	0	0/40	Duk Lei	N/A	E
Goblin Gloves S*	18	-/900	0/1	7/1	1/1	10/1	0	0	0	0	0	0	0/60	Duk Lei	N/A	E
Goblin Gloves Z*	21	-/1000	1/0	8/1	0/0	10/2	0	0	0	0	0	0	0/80	Duk Lei	N/A	E
Smith's Gloves	22	-/1050	0/1	2/6	-7/1	-7/15	2	0	4	2	2	2	3/3	Dek Vakz	N/A	C/M/SM
Forest Gloves	27	-/1250	0/1	2/7	-8/1	-8/15	0	2	2	4	2	2	4/4	Dek Juka	N/A	C/M/SM
Thunder Gloves	32	-/1450	0/2	3/7	-9/2	-9/16	2	2	2	2	4	0	5/5	Dek Raio	N/A	C/M/SM
Gloves of Dark	37	3300/1650	0/2	2/8	-10/2	-10/16	2	2	2	2	0	4	5/5	Ani Kruz	N/A	S/C/M/SM
Bouncer Gloves	42	-/1850	0/2	3/8	-11/2	-11/17	2	2	2	2	2	2	5/5	Gan Don	N/A	C/M/SM
Able Gloves	47	-/2050	0/3	2/9	-12/3	-12/17	2	2	2	2	2	2	6/6	Juk Kruz	N/A	SM
Drain Gloves	52	4500/2250	0/3	3/9	-13/3	-13/18	2	2	2	2	2	2	6/6	Ani Kruz	Skill Drain +5	S/C/SM
Hammer Gloves	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Don, Dek Corv	N/A	C/SM
Ocean Gloves	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	GiRue Kruz, Dek Torv	N/A	C/M/SM
Inferno Gloves	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Don, Dek Corma	N/A	C/SM
Sonic Gloves	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	MeJuk Kruz, Dek Torma	N/A	S/C/T/SM
Lady's Gloves*	73	-/3050	0/2	8/2	1/1	11/3	0	0	0	0	0	0	5/5	Ranki Lei, Maj Lei	N/A	E
Cats Gloves*	73	-/3050	0/2	9/2	1/2	13/5	2	2	2	2	2	2	9/9	Rip Teyn, Rip Synk	N/A	T
Shield Gloves	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	MeRai Don, Dek Vorma	N/A	T/M/SM
Jet Gloves	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	MeAni Kruz, Dek Vorv	N/A	C/T/M/SM
Bladed Gloves	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	OrmJuk Kruz, GiGan Don	No Damage +10	C/T/M/SM
Divine Gloves	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	GiRai Don, GiRue Kruz	N/A	C/T/M/SM
Hades Gloves	98	-/4050	0/1	6/6	1/1	10/11	4	4	4	4	4	4	5/5	OrmeAni Kruz, GiVak Don	N/A	C/T/M/SM

Heavy Hand Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Rusted Hands	3	-/300	1/1	3/3	0/1	0/9	1	1	1	1	1	1	0/4	N/A	N/A	C/SM
Silver Hands	8	1000/500	0/0	3/3	1/0	7/7	1	1	1	1	1	1	0/5	N/A	N/A	S/C/SM
Hands of Earth	13	-/700	1/1	3/4	0/2	0/9	4	2	2	0	2	2	0/6	Dek Ganz	N/A	C/M/SM
Hands of Water	18	-/900	0/0	4/4	1/0	7/7	2	4	0	2	2	2	0/7	Dek Ruem	N/A	C/SM
Hands of Fire	23	-/1100	1/1	4/5	0/2	0/9	2	0	4	2	2	2	0/8	Dek Vakz	N/A	C/M/SM
Hands of Wood	28	-/1300	0/0	4/4	1/0	8/7	0	2	2	4	2	2	0/9	Dek Juka	N/A	C/M/SM
Hands of Storm	33	3000/1500	1/2	4/5	0/2	0/11	2	2	2	2	4	0	0/10	Dek Raio	N/A	S/C/SM
Hands of Ebony	38	-/1700	1/2	4/5	1/0	9/7	3	3	3	3	0	4	0/10	Ani Kruz	N/A	C/SM
Hands of Ronin	44	-/1900	1/2	4/6	0/3	0/11	3	3	3	3	3	3	1/10	Vak Don	N/A	C/M/SM
Able Hands	49	-/2100	0/0	5/4	1/0	9/7	4	4	4	4	4	4	1/11	Juk Kruz	N/A	C/M/SM
Cursed Hands	54	4600/2300	1/3	5/6	0/3	0/13	4	4	4	4	4	4	2/11	Rai Don	N/A	S/C/M/SM
Gaia Hands	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Don, Dek Corv	N/A	C/M/SM
Aqua Hands	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Kruz, Dek Torv	N/A	C/SM
Fire Hands	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Don, Dek Corma	N/A	C/T/SM
Sprite Hands	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Kruz, Dek Vakz	N/A	S/C/T/SM
Electric Hands	79	1/0	10/3	1/1	13/6	5	5	5	5	10	0	6/12	Rai Don, Dek Vorma	N/A	T/SM	
Midnight Hands	84	0/3	10/3	1/3	13/6	5	5	5	5	0	10	7/12	Ani Kruz, Dek Vorv	N/A	6/T/SM	
Master's Hands	89	1/0	11/3	1/0	13/6	6	6	6	6	6	6	8/12	MeJuk Kruz, Mumyn Lei	No Damage +10	C/T/SM	
Divine Hands	94	0/3	11/3	1/3	13/7	7	7	7	7	7	7	9/12	MeRai Don, Duk Lei	N/A	C/T	
Demon's Hands	99	1/1	12/4	1/1	13/8	7	7	7	7	7	7	10/13	MeAni Kruz, Ap Do	N/A	C/T/M	

LEG ARMOR

Light Leg Armor (suitable for all Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Sandals	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/SM
Leg Mail	6	/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	C/SM
Ceramic Anklet	11	1200/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Dek Ganz	N/A	S/C/M/SM
Frost Anklet	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Dek Ruem,	N/A	C/M/SM
Time Sandals*	19	-/950	1/2	4/6	0/3	0/11	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Iron Anklet	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Dek Vakz	N/A	C/M/SM
Oak Anklet	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Dek Juka	N/A	C/M/SM
Thunder Anklet	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Dek Raio	N/A	S/SM
Ninja Anklet	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	BiVak Rom, GiGan Zot	N/A	C/M/SM
Greave Sticker	41	-/1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, MeRue Zot	N/A	C/M/SM
Ivory Greaves	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Kruz, GiVak Kruz	N/A	C/M/SM
Devil Greaves	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Zot, RaJuk Zot	N/A	S/C/M/SM
Stone Greaves	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Zot, Dek Ganz	N/A	C/M/SM
Sea Greaves	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	LaRue Zot, Dek Ruem	N/A	C/T/M/SM
Lava Greaves	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	MeVak Kruz, Dek Vakz	N/A	C/M/SM
Oaken Greaves	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	OrJuk Zot, Dek Juka	N/A	S/C/T/M/SM
Storm Greaves	76	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0		12/6	OrmRai Kruz, Dek Raio	N/A	T/SM
Ebony Greaves	82	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5		12/7	OrmeAni Zot, Dek Anid	N/A	C/T/M/SM
Alert Greaves	87	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2		12/8	PhaRai Kruz, OrGan Zot	No Damage +10	C/T/M/SM
Greaves of Awe	92	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3		12/9	PhaJuk Kruz, LaRue Zot	N/A	C/T/M/SM
Denial Greaves	97	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4		12/10	PhaAni Zot, MeVak Kruz	N/A	M/SM

Leg Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Safety Shoes	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/M/SM
Jungle Boots	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C/SM
Goblin Boots*	9	-/550	1/1	3/4	0/2	0/9	0	0	0	0	0	0	0/20	Dek Juka	N/A	E
Goblin Boots A*	11	-/600	0/0	4/4	1/0	7/7	0	0	0	0	0	0	0/40	Dek Juka	N/A	E
Mountain Boots	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Ap Corv	N/A	S/C/M/SM
Goblin Boots S*	14	-/750	1/1	4/5	0/2	0/9	0	0	0	0	0	0	0/60	Dek Juka	N/A	E
Snow Panther	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Ap Vorma	N/A	C/M/SM
Goblin Boots Z*	21	-/1000	0/0	4/4	1/0	8/7	0	0	0	0	0	0	0/80	Dek Juka	N/A	E
Fire Lizard	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Ap Torv	N/A	C/M/SM
Ranger's Boots	27	-/2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Ap Corv	N/A	C/M/SM
Lucky Shoes*	27	-/1250	1/2	4/5	0/2	0/11	0	0	0	0	0	0	1/1	Rig Saem, Rig Teyn	No Damage +15	M
Thunder Boots	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Ap Vorma	N/A	C/SM
Ninja Socks	37	3300/1650	0/0	3/3	0/0	7/7	2	2	2	2	0	4	5/5	Ani Zot	N/A	S/C/SM
Deluxe Boots	42	-/1850	0/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Gan Zot	N/A	C/M/SM
Powered Boots	47	-/2050	0/0	3/3	0/0	7/7	2	2	2	2	2	2	6/6	Juk Zot	N/A	C/M/SM
Osorezan Socks	52	4500/2250	0/0	0/2	0/0	0/6	2	2	2	2	2	2	6/6	Ani Zot	N/A	S/C/SM
Stone Solleret	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Zot, Dek Ganz	N/A	C/M/SM
Frost Solleret	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeRue Zot, Dek Ruem	N/A	C/SM
Blaze Solleret	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Kruz, Dek Vakz	N/A	C/T/M/SM
Oaken Solleret	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	RaJuk Zot, Dek Juka	N/A	S/C/T/SM
Lady's Shoes*	73	-/3050	0/0	4/4	1/0	9/7	0	0	0	0	0	0	5/5	Dek Do, Duk Lei	N/A	C
Cats Boots*	73	-/3050	0/0	5/4	1/0	9/7	2	2	2	2	2	2	9/9	Dek Torv, Ap Do	N/A	T
Storm Solleret	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	MeRai Kruz, Dek Raio	N/A	T/M/SM
Night Solleret	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	MeAni Zot, Dek Anid	N/A	C/T/M/SM
Guard Solleret	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	OrJuk Zot, GiVak Kruz	No Damage +10	C/T/M/SM
Magus Solleret	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	OrmRai Kruz, MeRue Zot	N/A	C/T/M/SM
Ultra Solleret	98	-/4050	0/1	6/6	1/1	10/11	4	4	4	4	4	4	5/5	OrmeAni Zot, GiGan Zot	N/A	C/T

Heavy Leg Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Used Greaves	3	-/300	0/0	2/5	-5/1	-5/14	1	1	1	1	1	1	0/4	N/A	N/A	C/M/SM
Leather Legs	8	-/500	0/1	1/6	-6/1	-6/14	1	1	1	1	1	1	0/5	N/A	N/A	C/SM
Mountain Guard	13	1400/700	0/1	2/6	-7/1	-7/15	4	2	2	0	2	2	0/6	Repth	N/A	S/C/M/SM
Aqua Guard	18	-/900	0/1	2/7	-8/1	-8/15	2	4	0	2	2	2	0/7	Rip Teyn	N/A	C/M/SM
Flare Guard	23	-/1100	0/2	3/7	-9/2	-9/16	2	0	4	2	2	2	0/8	Rip Synk	N/A	C/SM
Green Guard	28	-/1300	0/2	2/8	-10/2	-10/16	0	2	2	4	2	2	0/9	Rig Saem	N/A	C/SM
Electric Guard	33	-/1500	0/2	3/8	-11/2	-11/17	2	2	2	2	4	0	0/10	Repth	N/A	S/C/M/SM
Benket's Guard	38	-/1700	0/3	2/9	-12/3	-12/17	3	3	3	3	0	4	0/10	Vak Kruz	N/A	C/SM
Spiked Guard	44	-/1900	0/3	3/9	-13/3	-13/18	3	3	3	3	3	3	1/10	Juk Zot	N/A	C/M/SM
Rare Greaves	49	-/2100	0/3	4/10	-15/3	-15/18	4	4	4	4	4	4	1/11	Rai Kruz	N/A	C/M/SM
Magic Leg Mail	54	4600/2300	0/0	1/1	0/0	1/1	4	4	4	4	4	4	2/11	Ani Zot	N/A	S/C/SM
Imp's Leg Mail	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Zot, Dek Ganz	N/A	C/M/SM
Ice Leg Mail	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Zot, Dek Ruem	N/A	C/M/SM
Flame Leg Mail	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Kruz, Dek Vakz	N/A	C/SM
Oaken Leg Mail	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Zot, Dek Juka	N/A	S/C/T/M/SM
Storm Leg Mail	79	-/3300	1/0	10/3	1/1	13/6	5	5	5	5	10	0	6/12	Rai Kruz, Dek Raio	N/A	T/SM
Ebony Leg Mail	84	-/3500	0/3	10/3	1/3	13/6	5	5	5	5	0	10	7/12	Ani Zot, Dek Anid	N/A	C/T/SM
Lone Leg Mail	89	-/3700	1/0	11/3	1/0	13/6	6	6	6	6	6	6	8/12	Radjuk Zot, Rip, Teyn	No Damage +10	C/T/SM
Alien Leg Mail	94	-/3900	0/3	11/3	1/3	13/7	6	6	6	6	6	6	9/12	MeRai Kruz, Rip Synk	N/A	C/T/M
Ultra Leg Mail	99	-/4100	1/1	12/4	1/0	13/8	7	7	7	7	7	7	10/13	MeAni Zot, Dek Vorma	N/A	C/T

WEAPONS LIST

Here is the information on every single weapon found in .hack//QUARANTINE. Equipping a weapon changes the character's physical, magical and elemental parameters in addition to adding different skills to his or her repertoire. Since the various weapons are specific to each character class, the list has been divided into six different tables. Weapons are listed in order by Level from the weakest to the strongest. Rare Weapons are marked with an ***.

Tables Explained

NAME	ITEM NAME
Lv (Level)	The level of the item.
B/S (Buy/Sell)	Price of an item when bought or sold in a store.
P/M (Physical/Magical)	Changes to the character's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc) and Evasion (Evd) when the item is equipped.
Element	Changes to the character's elemental attribute values (Earth, Water, Fire, Wood, Thunder and Darkness) when the item is equipped.
M/B Res (Mind/Body Resistance)	Level of character's resistance to attacks against the mind (Curse, Sleep, Confuse, Charm and Magical Ability Down) and the body (Poison, Paralysis, Speed Down, Physical Ability Down and Attribute Down).
Skill	List of skills available when the item is equipped.
Notes	Lists the added effects the character gains when the weapon is equipped.
Obtain	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event), M (monster), SM (Spring of Myst), D (Default). Vol.1, Vol.2 and/or Vol.3 indicates that the item can only be found in the previous volumes of the game. Default refers to the default weapons belonging to new Player Characters in this volume.

Twin Blade Class: Fire, Wood, Thunder and Darkness Skills Only

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Amateur Blades	1	400/200	2/1	0/0	1/1	0/0	0	0	0	0	0	0	0/0	Saber Dance	N/A	S/C/SM
Steel Blades	1	-/300	3/1	0/0	2/2	0/0	0	0	0	0	0	0	0/0	Tiger Claws	N/A	C/M/SM
Rusty Nails*	1	-/50	-10/-10	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei	N/A	C
Kai	1	-/200	2/1	0/0	2/1	0/0	0	0	0	0	0	0	0/0	Saber Dance	N/A	D
Phantom Blades	2	800/400	4/2	0/0	3/2	0/0	0	0	0	0	0	0	0/0	Staccato	N/A	S/C/M/SM
Spiral Edge*	2	700/350	4/2	0/0	5/2	0/0	0	0	0	0	0	0	0/0	Tiger Claws, Staccato	N/A	S
Assassin	3	1000/500	4/2	0/0	4/2	0/0	0	0	0	0	0	0	0/0	Saber Dance	Death +2	S/C/SM
Spark Blades	3	-/600	4/2	0/0	5/2	0/0	0	-5	5	0	0	0	0/0	Flame Dance	N/A	C/SM
Lath Blades	4	-/700	4/2	0/0	6/2	0/0	-5	0	0	5	0	0	0/0	Orchid Dance	N/A	C/M/SM
Time Blades*	4	-/650	0/0	0/0	99/0	25/0	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Fuse Blades	5	1600/800	4/2	0/0	7/2	0/0	0	0	0	0	5	-5	0/0	Thunder Dance	N/A	S/C/M/SM
Shadow Blades	6	1800/900	4/2	0/0	8/2	0/0	0	0	0	0	-5	5	0/0	Orchid Dance	N/A	S/C
Cats Blades	6	-/1000	6/2	0/0	9/2	0/0	1	1	1	1	1	1	0/0	Saber Dance	N/A	C/T/SM
Ronin Blades	7	-/1100	7/2	0/0	10/2	10/0	0	0	0	0	0	0	0/0	Gale of Swords, Tiger Claws	N/A	C/M/SM
Spell Blades	8	-/1200	8/2	0/0	11/2	0/0	0	0	0	0	0	0	0/0	Lightning Rage, Tiger Claws	Skill Drain +2	C/M/SM
Bloody Twin	8	-/1300	8/2	0/0	12/2	0/0	0	0	0	0	0	0	0/0	Twin Darkness, Tiger Claws	Life Drain +2	C/T/SM
Sotetsu	9	-/1400	9/2	0/0	13/2	0/0	0	0	0	0	0	0	0/0	Staccato	Critical Hit +2	C/M/SM
Enou	10	-/1500	9/2	0/0	14/2	0/0	0	-10	10	0	0	0	0/0	Flame Dance	N/A	C/M/SM
Ryokugun	11	-/1600	9/2	0/0	15/2	0/0	-10	0	0	10	0	0	0/0	Orchid Dance	N/A	C/SM
Raitei	11	-/1700	9/2	0/0	16/2	0/0	0	0	0	0	0	10	0/0	Thunder Dance, Staccato	N/A	C/M/SM
Grizzly	11	-/1600	9/4	0/0	15/4	0/0	0	0	0	0	0	0	0/0	Saber Dance, Tiger Claws, Staccato	N/A	Vol. 2
Anshou	12	-/1800	9/2	0/0	17/2	0/0	0	0	0	0	-10	10	0/0	Swirling Dark, Staccato	N/A	C/M/SM
Soul Blades*	12	-/1800	9/5	0/0	20/5	0/0	2	2	2	2	2	2	0/0	Saber Dance, Ranki Lei	Skill Drain +10	Vol. 1
Masterblades	13	3800/1900	11/4	0/0	18/4	0/0	2	2	2	2	2	2	0/0	Thunder Dance, Twin Dragons	Critical Hit +2	S/C/M/SM
Hell's Gate	14	4000/2000	12/4	0/0	19/4	0/0	3	3	3	3	3	3	0/0	Staccato, Tiger Claws, Ap Corv	N/A	S/C/SM
Dante's Blades	14	-/2100	10/4	0/0	20/4	0/0	0	0	0	0	0	0	0/0	Twin Darkness, Ap Corv	Skill Drain +2	C/M/SM
Hyakkidouran*	14	-/2100	13/6	0/0	-15/20	0/0	0	-15	15	0	0	0	0/0	Flame Dance, Tiger Claws	Critical Hit +5	M
Bom-Ba-Ye*	14	-/2000	10/5	0/0	15/10	0/0	0	0	0	0	15	-15	0/0	Thunder Coil, Staccato	Skill Drain +10	M
Shirogane	15	-/2200	13/5	0/0	10/5	0/0	3	3	3	3	3	3	0/0	Staccato, Thunder Coil	N/A	M/SM
Kurogane	16	-/2300	13/4	0/0	20/5	0/0	4	4	4	4	4	4	0/0	Staccato, Swirling Dark	N/A	M/SM
Yosetu & Fuyou	16	-/2400	14/5	0/0	10/5	0/0	5	5	5	5	5	5	0/0	Saber Dance, Rue Rom, Vak Rom	N/A	M/SM
Gemini Soul*	16	-/2400	-20/-20	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Ap Do	N/A	Vol. 2
Slayers	17	-/2500	15/4	0/0	10/5	10/10	0	0	0	0	0	0	0/0	Twin Dragons, Twin Darkness	Death +2	C/SM
Homura	18	-/2600	15/6	0/0	5/6	0/0	0	-12	-12	0	0	0	0/0	Saber Dance, Blazing Wheel	N/A	C/SM
Tsumuji	19	-/2700	15/4	0/0	10/6	0/0	-12	0	0	-12	0	0	0/0	Tiger Claws, Splinter Slash	N/A	C/M/SM
Mikazuchi	19	-/2800	15/6	0/0	5/6	0/0	0	0	0	0	12	-12	0/0	Saber Dance, Thunder Coil	N/A	C/M/SM
Blades of Bond*	19	-/2800	16/6	0/0	25/10	10/10	10	10	10	10	10	10	0/0	Staccato, Thunder Dance, Ap Corv	Life Drain +15	E
Mukuro	20	-/2900	16/4	0/0	10/6	0/0	0	0	0	0	-12	-12	0/0	Dark Dance, Swirling Dark	N/A	C/SM
Magatsu	21	-/3000	16/7	0/0	4/7	0/0	5	5	5	5	5	5	0/0	Dark Dance, Flame Dance	N/A	C/M/SM
Kyoura	22	-/3100	17/4	0/0	10/7	0/0	2	2	2	2	2	2	0/0	Thunder Dance, Orchid Dance	N/A	C/M/SM
Akatsuki	22	6400/3200	17/7	0/0	4/7	0/0	3	3	3	3	3	3	0/0	Twin Dragons, Dark Dance, Orchid Dance	Skill Drain +2	S/C/M/SM
Bloody Blades	23	6600/3300	18/4	0/0	10/7	0/0	0	0	0	0	0	0	0/0	Twin Darkness, Gale of Swords, Thunder Dance	Critical Hit +2	S/C/M/SM
Crimson Raid*	24	-/3500	19/2	0/0	10/8	0/0	2	-10	10	2	2	2	0/0	Blazing Wheel, Twin Dragons, Ap Vakz	Life Drain +10	M
Fishskin*	24	-/3400	18/12	0/0	5/12	-10/0	-5	0	0	5	0	0	0/0	Gale of Swords, Thunder Coil, Merrows	Skill Drain +10	M
Rashou	32	9000/4500	18/5	0/0	3/6	0/0	0	0	0	0	0	0	0/0	Thunder Coil, Suvi Lei, Mumyn Lei	Life Drain +2	S/C/M/SM
Moon Knives*	32	-/4550	20/9	0/0	5/9	0/0	0	0	0	0	-5	15	0/0	Dark Dance, Darkness Slash	Skill Drain +15	E
Sora's Blades*	34	-/4850	23/9	0/0	15/9	0/0	0	0	0	0	0	0	0/0	Saber Dance, Tiger Claws, Staccato	Death +15	E

Twin Blade Class: Fire, Wood, Thunder and Darkness Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Enja	35	-/5000	19/2	0/0	4/6	0/0	0	-5	5	0	0	0	0/0	Flame Dance, Flame Vortex, Dek Vorv	N/A	C/M/SM
Hachiyou	37	-/5200	19/5	0/0	0/6	0/0	-5	0	0	5	0	0	0/0	Orchid Dance, Wildflower, Dek Vorv	N/A	C/M/SM
Raikoumaru	37	-/5300	20/3	0/0	8/6	0/0	0	0	0	0	5	-5	0/0	Thunder Dance, Tempest Strike, Dek Vorv	N/A	C/SM
Ankokushiki	39	-/5450	20/6	0/0	0/7	0/0	0	0	0	0	-5	5	0/0	Dark Dance, Terror Cyclone, Dek Vorv	N/A	C/M/SM
Professional	40	-/5600	21/3	0/0	10/9	0/0	0	0	0	0	0	0	0/0	Thunder Dance, Storm Rage, Dek Vorma	Critical Hit +2	C/M/SM
Specter Blades	40	-/5600	21/5	0/0	2/9	0/0	0	0	0	0	0	0	0/0	Swirling Dark, Dragon Rage, Ranki Lei	Skill Drain +2	C/M/SM
Lady Killers*	42	-/5900	22/5	-5/-5	12/12	-5/-5	1	1	1	1	1	1	0/0	Rig Geam, Ap Do, Tiger Claws Skill Drain +15		C
Kikoku	43	-/6000	22/2	0/0	10/10	0/0	1	1	1	1	1	1	0/0	Blazing Wheel, Typhoon Blade, Dek Vorv	N/A	C/SM
Kokoro*	43	-/6000	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei	N/A	M/SM
Vampire Blades*	44	-/6200	22/0	0/0	10/0	0/0	0	0	0	0	-3	5	0/0	Terror Cyclone, Darkness Slash	Drain +10 Life	C
Shin	46	13000/6500	22/7	0/0	1/10	0/0	1	1	1	1	1	1	0/0	Splinter Slash, Storm Rage, Suvi Lei	N/A	S/C/M/SM
Rei	48	13500/6750	23/2	0/0	10/10	0/0	2	2	2	2	2	2	0/0	Thunder Coil, Evil Twin, Mumyn Lei	N/A	S/C/SM
San	48	13600/6800	23/9	0/0	1/11	0/0	2	2	2	2	2	2	0/0	Swirling Dark, Typhoon Blade, Ap Corv	N/A	S/C/SM
Stealth Blades	49	-/6900	24/2	0/0	10/11	0/0	2	2	2	2	2	2	0/0	Darkness Slash, Suvi Lei, Mumyn Lei	N/A	C/M/SM
Two Together*	51	-/7150	23/13	0/0	10/14	-15/0	0	0	0	0	15	-5	0/0	Tempest Strike, Lanceor Ch	Skill Drain +15	M
Kurenai	52	-/7250	24/8	0/0	0/11	0/0	0	-5	17	0	0	0	0/0	Flame Dance, Twin Dragons, Flame Vortex	N/A	T/SM
Saburo	52	-/7300	25/4	0/0	10/12	0/0	-5	0	0	18	0	0	0/0	Orchid Dance, Gale of Swords, Wildflower	N/A	T/M/SM
Golden Yasha*	52	-/7300	25/2	0/0	8/2	0/0	-5	1	1	12	1	1	0/0	Orchid Strike, Wildflower	Critical Hit +10	M
Twin Mizuchi	54	-/7600	25/10	0/0	-1/12	0/0	0	0	0	0	18	-5	0/0	Thunder Dance, Lightning Rage, Tempest Strike	N/A	T/M/SM
Black Chapter	54	-/7650	26/6	0/0	11/13	0/0	0	0	0	0	-5	18	0/0	Saber Dance, Twin Darkness, Terror Cyclone	N/A	T/SM
Dragon & Tiger	57	-/8050	26/10	0/0	-1/12	0/0	4	4	4	4	4	4	0/0	Flame Vortex, Lightning Rage, Ap Torv	Life Drain +2	T/M/SM
Kiki & Lala	60	-/8350	27/5	0/0	10/12	0/0	4	4	4	4	4	4	0/0	Red Flame, Splinter Slash, Mumyn Lei	N/A	C/T/M/SM
Sorcery Swords	61	-/8500	27/10	0/0	-1/12	0/0	5	5	5	5	5	5	0/0	Orchid Strike, Maj Lei	Skill Drain +2	C/T/SM
Diablo Blades	62	-/8700	28/5	0/0	11/13	0/0	5	5	5	5	5	5	0/0	Storm Strike, Lightning Rage, Dek Vorv	Life Drain +2	C/T/M/SM
Suigetsu	66	-/9250	28/11	0/0	-2/13	0/0	5	5	5	5	5	5	0/0	Darkness Slash, Twin Darkness, Mumyn Lei	Critical Hit +2	C/M/SM
Kaien	71	-/9900	29/4	0/0	10/13	0/0	0	-5	20	0	0	0	0/0	Red Flame, Flame Vortex, Dragon Rage	N/A	C/SM
Mokuren	73	-/10200	29/10	0/0	-2/13	0/0	-5	0	0	20	0	0	0/0	Orchid Strike, Wildflower, Typhoon Blade	N/A	C/SM
Raian	74	-/10300	30/5	0/0	12/14	0/0	0	0	0	0	20	-5	0/0	Storm Strike, Tempest Strike, Storm Rage	Critical Hit +2	C/M/SM

Twin Blade Class: Fire, Wood, Thunder and Darkness Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Baian	76	-10600	30/12	0/0	-3/14	0/0	0	0	0	0	-5	20	0/0	Darkness Slash, Terror Cyclone, Evil Twin	Critical Hit +2	C/SM
Prepare to Die*	82	-11500	30/20	0/0	10/14	-20/0	0	-5	20	0	0	0	0/0	Red Flame, Flame Vortex, Vulcan Rf	Skill Drain +10	E
Miracle Twin	83	-11650	31/4	0/0	10/14	0/0	6	6	6	6	6	6	0/0	Orchid Strike, Tempest Strike, Dragon Rage	Critical Hit +2	C/T
Nil & Despair*	86	-12000	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei, Suvi Lei	N/A	M
Tiger King	93	-12900	31/12	0/0	-3/14	0/0	8	8	8	8	8	8	0/0	Storm Strike, Terror Cyclone, Typhoon Blade	N/A	C/T/M
Sublimar	99	-13850	32/4	0/0	10/14	0/0	12	12	12	12	12	12	0/0	Darkness Slash, Flame Vortex, Typhoon Blade	N/A	C/T/M
Sin of Hades*	99	-13850	33/6	0/0	-15/14	0/0	0	0	0	0	-5	20	0/0	Saber Dance, Terror Cyclone, Evil Twin	Life Drain +10, Skill Drain +10, Critical Hit +5	M
Last Betrayal*	99	-13850	33/0	0/0	10/0	0/0	10	10	10	10	10	10	0/0	Evil Twin, Red Flame, Tempest Strike	Critical Hit +50	D

Heavy Blade Class: Earth, Fire, Wood and Thunder Skills Only

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Adventurer	1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Death Bringer	N/A	S/SM
Kikuichimonji	1	600/300	5/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	S/SM
Zero Katana	1	-200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	D
Steelblade	1	-200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Calamity	N/A	Vol.1, Vol.2
Earth Sword	2	800/400	7/0	0/0	2/0	0/0	5	0	0	-5	0	0	0/0	Calamity	N/A	S/C/M/SM
Curing Sword	3	-500	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Repth	N/A	C/SM
Flamberge	3	-600	7/0	0/0	4/0	0/0	0	-5	5	0	0	0	0/0	Calamity	N/A	C/SM
Green Sword	4	-700	7/0	0/0	5/0	0/0	-5	0	0	5	0	0	0/0	Death Bringer	N/A	C/M
Stun Sword	5	1600/800	7/0	0/0	6/0	0/0	0	0	0	0	5	-5	0/0	Calamity	N/A	S/C/M/SM
Slayer	6	1800/900	8/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Death Bringer	Death +2	S/C/SM
Nodachi	6	-1000	9/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	C/SM
Defense Sword	7	-1100	10/0	0/5	7/0	0/5	0	0	0	0	0	0	0/0	Death Bringer, Ap Vorv	N/A	C/M/SM
Magnifier	8	-1200	11/5	0/0	9/5	0/0	0	-5	5	0	0	0	0/0	Vak Drive, Ap Vakz	Skill Drain +2	C/SM
Kotetsu Sword*	8	2400/1200	11/5	0/0	9/5	0/0	3	3	3	3	3	3	0/0	Hayabusa, Ap Corv	Critical Hit +10	S
Shanato	9	-1300	12/0	0/0	9/0	0/0	5	0	0	-5	0	0	0/0	Danku	N/A	C/M/SM
Absorber	9	-1400	12/0	5/0	10/0	0/0	3	3	3	3	3	3	0/0	Death Bringer, Dek Vorv	Life Drain +2	C/SM
Byakuen	10	-1500	12/0	0/0	11/0	0/0	0	-5	5	0	0	0	0/0	Karin	N/A	C/SM
Shidan	11	-1600	12/0	0/0	12/0	0/0	-5	0	0	5	0	0	0/0	Hirameki	N/A	C/M/SM
Raijin	12	-1700	12/0	0/0	13/0	0/0	0	0	0	0	5	-5	0/0	Raika	N/A	SM
Sharp Blade	12	-1800	13/0	0/0	13/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Calamity	Critical Hit +2	M/SM
Spiderblade	13	-1900	14/0	0/0	20/0	0/0	0	0	0	0	0	0	0/0	Karin, Sogasho	Critical Hit +2	C/SM
Sun Fang One	14	-2000	15/10	0/0	15/10	0/0	0	0	0	0	0	0	0/0	Rai Smash, Juk Drive	N/A	C/SM
Devil Blade	15	-2100	16/0	0/0	17/0	0/0	3	3	3	3	3	3	0/0	Danku, Kannon	Skill Drain +2	C/SM
Claymore	15	-2200	17/0	0/0	21/0	0/0	0	0	0	0	0	0	0/0	Rai Smash, Vak Drive	N/A	C/SM
Kikujumonji	16	-2300	18/0	0/0	24/0	0/0	0	0	0	0	0	0	0/0	Hirameki, Rairaku	N/A	C/M
Earthian Sword	17	-2400	19/0	0/0	15/0	0/0	10	0	0	-10	0	0	0/0	Gan Smash, Gan Drive	N/A	C/SM
Life Sword	18	-2500	19/0	3/2	16/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Death Bringer, Oi Repth	N/A	S/C/SM
Flame Sword	18	5200/2600	19/0	0/0	17/0	0/0	0	-10	10	0	0	0	0/0	Vak Smash, Vak Drive	N/A	S/C/SM
Shikisokuzeiku*	18	-2600	20/-10	0/0	10/-10	0/0	0	0	0	0	0	0	0/0	Hayabusa, Rairaku	Life Drain +5, Critical Hit +5	M
Dryad's Sword	19	-2700	19/0	0/0	18/0	0/0	-10	0	0	10	0	0	0/0	Juk Smash, Juk Drive	N/A	C/SM
Sakabatou*	19	-2700	12/10	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Death Bringer, Gan Drive	Skill Drain +10	M
Light Giver	20	-2800	19/0	0/0	19/0	0/0	0	0	0	0	20	-20	0/0	Rai Smash, Rai Drive	N/A	C/T/SM
Pain Giver	21	-2900	20/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Vak Drive, Dek Vorv	N/A	SM
Horse-Killer	21	-3000	20/0	0/0	13/0	0/0	0	0	0	0	0	0	0/0	Karin, Hirameki, Ap Corv	Critical Hit +2	C/M/SM

Heavy Blade Class: Earth, Fire, Wood and Thunder Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Blessed Blade	22	-3100	21/0	0/10	11/0	0/10	0	0	0	0	0	0	0/0	Juk Smash, Death Bringer, Rig Geam	N/A	SM
Soul Linker	23	-3200	21/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Rai Smash, Gan Drive, Ap Vorv	Skill Drain +2	C/SM
Demonic Sword*	23	-3150	21/5	0/0	13/15	0/0	0	-15	15	0	0	0	0/0	Karin, Kannon, Vak Don	Skill Drain +15	Vol.2
Stonecrusher	24	-3300	22/0	0/0	10/0	0/0	20	0	0	-20	0	0	0/0	Danku, Gohryu, Ap Ganz	N/A	M/SM
Steeler	24	-3400	22/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Rai Drive, Ap Vorma	Life Drain +2	C/SM
Hien	25	-3500	22/0	0/0	12/0	0/0	0	-20	20	0	0	0	0/0	Karin, Kannon, Ap Vakz	N/A	SM
Karin	26	-3600	22/0	0/0	13/0	0/0	-20	0	0	20	0	0	0/0	Hirameki, Kitsutsuki, Ap Juka	N/A	C/M/SM
Raime	27	-3700	22/0	0/0	14/0	0/0	0	0	0	0	20	-20	0/0	Raika, Rairaku, Ap Raio	N/A	SM
Sonic Blade	27	-3800	23/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Vak Smash, Rai Drive, Ap Torv	Critical Hit +2	C/M/SM
Mimir's Sword*	27	-3800	19/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Hayabusa, Calamity	Critical Hit +100	E
Sharktooth	28	-3900	23/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Karin, Gohryu, Ap Corv	Critical Hit +2	SM
Sun Fang Five	29	-4000	24/5	0/0	8/10	0/0	0	0	0	0	0	0	0/0	Death Bringer, Rai Drive, Ap Vorma	N/A	C/SM
Ghostdancer	30	-4100	24/0	0/0	10/0	0/0	5	5	5	5	5	5	0/0	Hayabusa, Kannon, Ap Torv	Skill Drain +2	C/SM
High Forger	30	-4200	25/0	0/0	8/0	0/0	0	0	0	0	0	0	0/0	Vak Smash, Juk Drive, Ap Corv	N/A	M/SM
Spark Sword*	30	-4100	24/0	0/0	18/0	0/0	0	0	0	0	20	-20	0/0	Rai Smash, Rai Drive, Ap Raio	Life Drain +10, Critical Hit +10	Vol.2
Kikuhyakumonji	31	8600/4300	25/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Danku, Rairaku, Ap Corv	N/A	S/C/T/M
Blade 3000*	31	-4300	25/2	0/0	12/2	0/0	0	0	0	0	0	0	0/0	Hirameki, Kitsutsuki, Ap Corv	Skill Drain +10	M
Laevateinn*	32	-4350	26/0	0/0	8/0	-10/0	0	-20	20	0	0	0	0/0	Danku, Rairaku, Ap Corv	Critical Hit +15	M
Rock 'n Roll	36	9800/4900	26/0	0/0	8/0	0/0	15	0	0	-5	0	0	0/0	Gan Smash, Gan Drive, Ap Ganz	N/A	S/C/T/M/SM
Peace Blade	39	10800/5400	26/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Juk Smash, Juk Drive, Rig Saem	N/A	S/SM
Corona Blade	40	-5500	26/0	0/0	10/0	0/0	0	-5	15	0	0	0	0/0	Death Bringer, Vak Divider, Ap Corv	N/A	C/SM
Forest Sword	41	-5550	26/0	0/0	12/0	0/0	-5	0	0	15	0	0	0/0	Calamity, Juk Divider, Ap Torv	N/A	C/M/SM
Plasma Blade	41	-5650	26/1	0/0	12/0	0/0	0	0	0	0	15	-5	0/0	Calamity, Raio Maxima, Ap Vorma	N/A	C/SM
Mineuchi*	41	-5650	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Death Bringer	N/A	M
Tonosama Sword*	43	-5900	26/0	0/0	15/0	-10/0	3	3	3	3	3	3	0/0	Gohryu, Kitsutsuki, Ap Torv	Critical Hit +15	E
Executer	45	-6200	27/1	0/0	8/0	0/0	3	3	3	3	3	3	0/0	Death Bringer, Juka Maxima, Ap Vakz	N/A	C/M/SM
Jindachi	46	-6250	27/1	0/0	10/0	0/0	3	3	3	3	3	3	0/0	Hayabusa, Garekka, Ap Juka	N/A	C/SM
Dispeller	48	-6550	28/1	0/5	8/0	0/0	3	3	3	3	3	3	0/0	Calamity, Juk Divider, Ap Raio	N/A	C/M/SM
Smiling Blade	50	-6850	28/1	0/0	10/1	0/0	0	0	0	0	0	0	0/0	Juk Smash, Ganz Maxima, Rig Saem	Skill Drain +2	C/M/SM
Destroyer	51	-6900	29/1	0/0	7/2	0/0	22	0	0	-5	0	0	0/0	Danku, Kyokushin, Ap Ganz	Critical Hit +2	C/M/SM
Dreams of Yore*	51	-7000	29/5	0/0	0/5	0/0	0	0	0	0	15	-5	0/0	Rairaku, Murakumo, MeRai Don	N/A	T
Avenger	52	-7050	29/2	0/0	7/2	0/0	3	3	3	3	3	3	0/0	Vak Smash, Rai Divider, Ap Torv	Life Drain +2	C/M/SM
Byakuen Custom	53	-7250	29/2	0/0	8/2	0/0	1	-5	22	1	1	1	0/0	Karin, Ohka, Ap Vakz	N/A	C/SM
Honeyflower	54	14600/7300	29/2	0/0	10/2	0/0	-5	1	1	22	1	1	0/0	Hirameki, Karatakevari, Ap Juka	N/A	S/C/SM
Shichishito	54	14700/7350	29/2	0/0	11/3	0/0	1	1	1	1	22	-5	0/0	Rairaku, Murakumo, Ap Raio	N/A	S/C/SM
Divine Speed	54	14800/7400	30/2	0/0	11/4	0/0	3	3	3	3	3	3	0/0	Vak Smash, Rai Divider, Ap Corv	Critical Hit +4	S/C/SM
Narukikyou	55	-77450	30/2	0/0	11/5	0/0	3	3	3	3	3	3	0/0	Raika, Ohka, Ap Torv	Critical Hit +4	C/SM
Sun Fang Zero	55	-14900	31/2	0/0	11/5	0/0	4	4	4	4	4	4	0/0	Death Bringer, Juka Maxima, Ap Vorma	Life Drain +3	T/SM
Five Stars*	55	-7500	31/3	0/0	10/3	-10/0	4	-5	15	4	4	4	0/0	Karin, Garekka	N/A	M
Vajra	56	-15100	31/3	0/0	11/5	0/0	4	4	4	4	4	4	0/0	Hayabusa, Unyo no Tachi, Ap Vorma	Skill Drain +3	T/M/SM

Heavy Blade Class: Earth, Fire, Wood and Thunder Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Grim Sword	59	-/16000	32/3	0/0	11/5	0/0	4	4	4	4	4	4	0/0	Rai Divider, Vak Divider, Ap Torv	N/A	T/SM
Kikusenmonji	59	-/16000	32/3	0/0	10/5	0/0	4	4	4	4	4	4	0/0	Raika, Kamikusabi, Ap Torv	N/A	T/SM
Earthbreaker	61	-/16500	33/3	0/0	10/5	0/0	23	2	2	-5	2	2	0/0	Gan Drive, Ganz Maxima, Ap Ganz	N/A	T/SM
Nightingale	66	-/17800	33/2	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Gan Divider, La Repth, Rig Saem	N/A	T/SM
Honokagutuchi	68	-/18400	33/2	0/0	10/6	0/0	2	-5	23	2	2	2	0/0	Ohka, Unyo no Tachi, Ap Vakz	N/A	T/SM
Azure Blade	69	-/18600	33/3	0/0	10/6	0/0	-5	2	2	23	2	2	0/0	Juk Divider, Juka Maxima, Ap Juka	N/A	SM
Heavy Tempest	69	-/18600	33/3	0/0	10/6	0/0	2	2	2	2	23	-5	0/0	Rai Divider, Raio Maxima, Ap Raio	N/A	C/SM
Mercy Killer	69	-/18700	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Vak Divider, Raio Maxima, Ap Torv	N/A	C/SM
Higekirimaru	69	-/18700	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Kyokushin, Garekka, Ap Corma	N/A	C/SM
Guardian Blade	70	-/18900	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Juk Divider, Raio Maxima, Ap Vorma	Life Drain +3	C/M/SM
Claimh Solais	71	-/19200	34/5	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Rai Divider, Ganz Maxima, Ap Torv	Skill Drain +5	C/SM
Stonegod Sword	74	-/19900	34/5	0/0	8/6	0/0	25	3	3	-5	3	3	0/0	Kyokushin, Gohrai, Ap Ganz	N/A	C/SM
Sword of Gain	75	-/20200	35/5	0/0	8/7	0/0	5	5	5	5	5	5	0/0	Vak Divider, Juka Maxima, Ap Torv	Skill Drain +5	C/T/SM
Asian Phoenix	77	-/20700	35/5	0/0	8/7	0/10	3	-5	25	3	3	3	0/0	Ohka, Garekka, Ap Vakz	N/A	C/SM
Asura	77	-/20900	35/6	0/0	8/7	0/0	-5	4	4	25	4	4	0/0	Karatakevari, Kamikusabi, Ap Juka	N/A	C/T
Thunderlord	78	-/21000	35/6	0/0	10/10	0/0	3	3	3	3	25	-5	0/0	Murakumo, Unyo no Tachi, Ap Raio	Critical Hit +5	C/T
Excalibur	78	-/21000	36/6	0/0	10/12	0/0	5	5	5	5	5	5	0/0	Juk Divider, Vakz Maxima, Ap Torv	Critical Hit +5	C/T
Made in Heaven*	81	-/21900	35/8	0/0	-5/12	0/0	-5	5	5	18	5	5	0/0	Juk Divider, Juka Maxima, Dek Vorma	Skill Drain +15	M
Oni's Fork	88	-/23800	36/7	0/0	10/10	0/0	5	5	5	5	5	5	0/0	Ohka, Murakumo, Unyo no Tachi	N/A	C/T
Benevolence*	88	-/23800	1	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	M
The Sun Fang	90	-/24200	36/7	0/0	10/10	0/0	5	5	5	5	5	5	0/0	Vakz Maxima, Juka Maxima, Raio Maxima	Critical Hit +5	C/T/M
Tsumugari	98	-/26400	36/8	0/10	11/15	0/10	5	5	5	5	5	5	0/0	Garekka, Unyo no Tachi, Kamikusabi	Skill Drain +5	T/M
Forsaken Light*	99	-/26800	38/8	0/0	15/15	-10/0	8	-5	20	8	8	8	0/0	Vak Divider, Rai Divider, Ganz Maxima	Critical Hit +10	M

Blademaster Class: Earth, Water, Fire and Darkness Skills Only

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Basic Sword	1	300/150	2/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Cross Slash	N/A	S/C/SM
Brave Sword	1	-/250	4/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	C/SM
Rondo	2	-/300	5/0	0/0	3/0	0/0	5	0	0	-5	0	0	0/0	Revolver, Ap Torma	N/A	C/M/SM
Mizuchi	2	800/400	5/0	0/0	4/0	0/0	0	5	-5	0	0	0	0/0	Revolver, Ap Ganz	N/A	S/C/M/SM
8 Phase Sword	2	-/300	5/0	0/0	4/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	D
Gakaku	3	-/500	5/0	0/0	5/0	0/0	0	-5	5	0	0	0	0/0	Revolver, Ap Ruem	N/A	C/M/SM
Strange Blade	4	-/600	5/0	0/0	6/0	0/0	0	0	0	0	0	0	0/0	Revolver	N/A	C/M/SM
Executioner	5	1400/700	6/0	0/0	7/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	Death +2	S/C/SM
Unicorn Blade	5	-/800	7/0	0/0	8/0	0/0	0	0	0	0	-5	5	0/0	Ani Slash	N/A	C/M/SM
Corpseblade	6	-/900	8/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Vak Slash	N/A	C/SM
Oval Sword	7	-/1000	9/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Rue Slash	N/A	C/SM
Grunty's Sword	8	-/1100	10/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Crack Beat, Ani Slash	Skill Drain +2	C/SM
Fugaku	8	-/1200	11/0	0/0	12/0	0/0	7	0	0	-7	0	0	0/0	Revolver, Gan Slash	N/A	C/M/SM
Ensui	9	-/1300	11/0	0/0	13/0	0/0	0	7	-7	0	0	0	0/0	Crack Beat, Rue Slash	N/A	C/SM
Komura	10	-/1400	11/0	0/0	14/0	0/0	0	-7	7	0	0	0	0/0	Revolver, Vak Slash	N/A	C/M/SM
Souleater	10	-/1500	12/0	0/0	15/0	0/0	0	0	0	0	0	0	0/0	Crack Beat, Gan Slash	Life Drain +2	SM
Houiraiken	10	-/1500	12/0	0/0	15/0	0/0	0	0	0	0	0	0	0/0	Cross Slash	N/A	Vol.2
Singing Blade	11	-/1600	13/0	0/0	16/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	Critical Hit +2	C/M/SM
Ends of Earth	11	-/1600	30/0	0/0	28/0	0/0	0	0	0	0	0	0	0/0	Cross Slash, Crack Beat	N/A	D
Guillotine	11	-/1600	13/0	0/0	16/0	0/0	0	0	0	0	0	0	0/0	Revolver	N/A	Vol.2
Dogman's Sword	12	-/1700	14/0	0/0	17/0	0/0	0	-7	7	0	0	0	0/0	Revolver, Vak Slash	N/A	C/SM
Steelblade	13	-/1800	15/0	0/0	23/0	0/0	0	0	0	0	0	0	0/0	Vak Crack, Gan Revolver	Critical Hit +2	C/SM
Glitter	13	3800/1900	16/10	0/0	19/10	0/0	0	0	0	0	0	0	0/0	Rue Crack, Revolver	N/A	S/C/SM
Phoenix's Wing*	13	-/1900	16/10	0/0	19/10	0/0	0	0	0	0	0	0	0/0	Ani Slash, Ani Revolver	Skill Drain +10	M/SM
Seal Sword	14	-/2000	17/0	0/0	20/0	0/0	3	3	3	3	3	3	0/0	Ani Crack, Revolver	Skill Drain +12	C/SM
Jinsaran*	14	-/2000	18/-10	0/0	22/-10	0/0	0	-15	15	0	0	0	0/0	Vak Crack, Vak Revolver	Life Drain +10	M
Patriot	15	-/2100	18/0	0/0	16/0	0/0	2	2	2	2	2	2	0/0	Gan Slash, Revolver	N/A	T/M/SM
Siegfried	16	-/2200	19/0	0/0	16/0	0/0	3	3	3	3	3	3	0/0	Vak Crack, Revolver	N/A	M/SM
Heaven & Earth	16	-/2300	20/0	0/0	15/0	0/0	10	0	0	-10	0	0	0/0	Gan Slash, Gan Revolver	N/A	M/SM
Lake & Sea	17	-/2400	20/0	0/0	16/0	0/0	0	10	-10	0	0	0	0/0	Rue Slash, Rue Revolver	N/A	C/M/SM
Fire & Sky	18	-/2500	20/0	0/0	17/0	0/0	0	-10	10	0	0	0	0/0	Vak Slash, Vak Revolver	N/A	C/M/SM
Comet Blade	19	-/2600	20/0	0/0	18/0	0/0	0	0	0	0	0	0	0/0	Gan Slash, Revolver, ReptH	N/A	C/SM
Demon Killer	19	-/2700	20/1	0/0	19/1	0/0	0	0	0	0	-10	10	0/0	Ani Slash, Ani Revolver	N/A	C/SM
6 Side Blade	20	-/2800	21/1	0/0	14/2	0/0	3	3	3	3	3	3	0/0	Rue Slash, Gan Crack	N/A	C/M/SM
7 Star Sword	21	-/2900	21/2	0/0	15/2	0/0	4	4	4	4	4	4	0/0	Gan Slash, Vak Crack	N/A	C/M/SM
Lion's Blade	22	-/3000	22/2	0/0	16/2	0/0	4	4	4	4	4	4	0/0	Vak Slash, Ani Crack	N/A	C/SM
Menhir Sword	22	-/3100	22/2	0/0	17/2	0/0	5	5	5	5	5	5	0/0	Vak Crack, Gan Crack	Skill Drain +2	C/SM
Matoi	23	-/3200	23/2	0/0	13/2	0/0	12	0	0	-12	0	0	0/0	Gan Crack, Gan Revolver	N/A	C/SM
Bureido*	23	-/3250	24/0	0/0	14/0	-15/0	0	12	-5	0	0	0	0/0	Ani Crack, Ani Revolver, Ani Don	Critical Hit +15	M
SWORD*	23	-/3200	23/5	0/0	10/10	0/0	0	20	-20	0	0	0	0/0	Rue Crack, Rue Revolver	Life Drain +10, Skill Drain +10	M
SK's Sword*	29	-/3950	25/2	0/0	11/2	0/0	1	1	1	1	1	1	0/0	Cross Slash, Crack Beat, Revolver	N/A	Vol.3
Heavenly Sword	32	-/4950	23/5	0/0	13/3	0/0	0	12	-12	0	0	0	0/0	Rue Crack, Rue Revolver	N/A	D
Nataku	34	9300/4650	23/2	0/0	14/2	0/0	0	12	-5	0	0	0	0/0	Rue Crack, Rue Revolver	N/A	S/SM
Soujin	35	-/4750	24/2	0/0	15/2	0/0	0	-5	12	0	0	0	0/0	Vak Crack, Vak Revolver	N/A	C/SM
Bloody Pain	37	-/5100	24/2	0/0	12/2	0/0	0	0	6	0	0	6	0/0	Vak Revolver, Ani Revolver	Life Drain +2	C/SM
Tenkafuubu	40	-/5500	24/2	0/0	13/2	0/0	3	3	3	3	3	3	0/0	Rue Crack, Gan Revolver	Critical Hit +2	C/M/SM
Phantom Blade	40	-/5550	25/3	0/0	11/3	0/0	2	2	2	2	-5	13	0/0	Ani Crack, Ani Revolver	Critical Hit +2	SM
Sorrow*	40	-/5500	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Cross Slash	N/A	M
Rising Sun	42	-/5800	25/3	0/0	13/3	0/0	2	-5	13	2	2	2	0/0	Cross Slash, Vak Revolver, Gan Revolver	Critical Hit +2	C/SM
Oberon	43	-/5950	26/3	0/0	12/3	0/0	3	3	3	3	3	3	0/0	Ani Crack, Rue Crack, Ap Vorma	N/A	C
Banished Blade	44	-/6050	26/3	0/0	13/3	0/0	3	3	3	3	3	3	0/0	Gan Slash, Ani Slash, Dek Corv	Skill Drain +2	C/SM

Blademaster Class: Earth, Water, Fire and Darkness Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Pegasus Comet	48	-/6600	27/3	0/0	10/3	0/0	4	4	4	4	4	4	0/0	Vak Revolver, Gan Revolver, Dek Vorv	N/A	SM
Seventh Seal	50	-/6850	27/3	0/0	12/3	0/0	5	5	5	5	5	5	0/0	Rue Crack, Gan Revolver, Dek Torv	N/A	C/M/SM
Gimme Life*	51	-/7000	27/6	0/0	6/6	0/0	15	3	3	-5	3	3	0/0	Ganz Spiral	Skill Drain +10	T
Fair Soul	52	14200/7100	28/3	0/0	11/4	0/0	15	1	1	-5	1	1	0/0	Gan Slash, GiGan Slash, Dek Ganz	N/A	S/C/SM
Bear's Sword*	53	-/7300	28/4	6/0	15/6	0/0	2	2	2	2	2	2	0/0	GiGan Crack, Dek Vorv, Dek Vorm	N/A	E
Stream Sword	55	-/7500	28/4	0/0	12/4	0/0	2	15	-5	2	2	2	0/0	Rue Slash, GiRue Crack, Dek Ruem	N/A	C/M/SM
Honor's Breath	55	-/15100	28/4	0/0	13/5	0/0	2	-5	15	2	2	2	0/0	Vak Slash, GiVak Crack, Dek Vakz	N/A	T/SM
Phoenix's Fire*	55	-/7500	29/2	0/0	15/2	-10/0	4	4	4	4	4	4	0/0	Vak Revolver, Vakz Spiral	Critical Hit +10	M
Scarlet Cross	61	-/16700	28/4	0/0	12/5	0/0	2	-5	15	2	2	2	0/0	GiVak Slash, Repth, Vakz Spiral	N/A	T/SM
Godslayer	62	-/17000	29/5	0/0	14/6	0/0	3	3	3	3	-5	16	0/0	Ani Slash, GiAni Crack, Suvi Lei	Death +2	T/SM
Needleblade	65	-/17800	29/5	0/0	10/5	0/0	4	4	4	4	4	4	0/0	GiVak Crack, GiGan Slash, Ap Vorm	N/A	T/SM
Shichiyuu	69	-/18800	29/5	0/0	12/5	0/0	5	5	5	5	5	5	0/0	GiAni Crack, GiRue Slash, Dek Corv	N/A	T/M/SM
Gold Sword	76	-/20600	30/5	0/0	10/5	0/10	6	6	6	6	6	6	0/0	Anid Slash, GiVak Slash, Dek Vorv	N/A	C/T/SM
Maniac Sword*	77	-/21000	33/7	0/0	0/10	0/0	5	5	5	5	5	5	0/0	GiAni Slash, Dek Vorv, Vakz Spiral	Life Drain +15	C
Trickster	78	-/21200	30/5	0/0	11/6	0/0	7	7	7	7	7	7	0/0	GiAni Slash, Dek Vorv, Vakz Spiral	Skill Drain +2	C/T/SM
Saturn Sword	83	-/22600	31/6	0/0	12/6	0/0	20	4	4	-5	4	4	0/0	GiGan Slash, GiGan Crack, Ganz Spiral	N/A	SM
Mercury Sword	83	-/22700	31/6	0/0	13/7	0/0	4	20	-5	4	4	4	0/0	GiRue Slash, GiRue Crack, Ruem Spiral	N/A	C/SM
Mars Sword	84	-/22800	31/6	0/0	14/7	0/0	4	-5	20	4	4	4	0/0	GiVak Slash, GiVak Crack, Vakz Spiral	N/A	SM
Junk Sword*	84	-/22800	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	M
Phantom Pain	85	-/23100	31/7	0/0	15/8	0/0	5	5	5	5	5	5	0/0	d Spiral	Life Drain +2	C/T/SM
Skysweeper	85	-/23200	31/7	0/0	14/8	0/3	3	3	3	3	-5	20	0/0	GiAni Slash, GiAni Crack, Anid Spiral	Critical Hit +3	C/SM
Rugrats Nights	86	-/23300	32/7	0/0	15/10	0/0	7	7	7	7	7	7	0/0	GiVak Slash, GiVak Crack, Mumyn Lei	Critical Hit +3	C
Evil Eyes	87	-/23600	33/7	0/0	15/11	0/0	8	8	8	8	8	8	0/0	GiAni Slash, GiGan Slash, Dek Vorv	Death +3	C
Jormungand	91	-/24800	34/7	0/0	14/12	0/0	9	9	9	9	9	9	0/0	GiGan Slash, GiRue Crack, Dek Vorm	Critical Hit +5	C/T
Eternity	94	-/25500	35/8	0/0	16/15	0/0	9	9	9	9	9	9	0/0	GiRue Slash, GiGan Crack, Dek Vorv	Skill Drain +5	C/T/M
Chaos Sword*	99	-/27000	36/8	0/0	20/15	0/0	9	9	9	9	9	9	0/0	Ganz Spiral, Vakz Spiral, Anid Spiral	Critical Hit +10	M

Heavy Axeman Class: Earth, Water, Thunder and Darkness Skills Only

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B Res	SKILLS	NOTES	OBTAIN
Hatchet	1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Axel Pain	N/A	S/C/SM
Short Swing	1	-300	4/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Triple Wield	N/A	C/SM
Golden Axe	1	-300	1/0	0/0	0/0	0/0	0	0	0	0	0	0	0/0	N/A	N/A	SM
Silver Axe	1	-150	5/0	0/0	-99/0	0/0	0	0	0	0	0	0	0/0	N/A	N/A	SM
Battle Axe	2	-400	5/0	0/0	1/0	0/0	5	0	0	-5	0	0	0/0	Axel Pain	N/A	M/SM
Meteor Axe	2	-400	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Brandish	N/A	Vol.1, Vol.2
Water Axe	3	1000/500	5/0	0/0	2/0	0/0	0	5	-5	0	0	0	0/0	Triple Wield	N/A	S/C/SM
Flame Axe	4	-600	5/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Brandish, Repth	N/A	C/SM
White Axe	4	-600	5/0	0/0	3/0	0/0	1	1	1	1	1	1	0/0	Brandish, Repth	N/A	D
Wind Axe	5	-700	6/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Triple Wield	Death +2	C/M/SM
Thunder Axe	5	1600/800	6/0	0/0	3/0	0/0	0	0	0	0	5	-5	0/0	Rai Break	N/A	S/C/M/SM
Midnight Axe	6	-900	6/0	0/0	4/0	0/0	0	0	0	0	-5	5	0/0	Ani Tornado	N/A	C/SM
Razor Axe	7	-1000	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Gan Basher	N/A	C/M/SM
Bronze Axe	8	-1100	8/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Rai Tornado	N/A	C/SM
Cursed Axe	9	-1200	9/0	0/0	7/0	0/0	0	0	0	0	-5	5	0/0	Ani Break	Skill Drain +2	C/SM
Earth Axe	9	-1300	10/0	0/0	7/0	0/0	5	0	0	-5	0	0	0/0	Gan Tornado	N/A	C/M/SM
Water God Axe	10	-1400	10/0	0/0	8/0	0/0	0	5	-5	0	0	0	0/0	Rue Tornado	N/A	C/M/SM
Bloody Axe	11	-1500	10/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Ani Basher	Life Drain +2	C/SM
Bandit's Axe	12	-1600	10/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Gan Break	N/A	SM
Charged Axe	13	-1700	10/0	0/0	11/0	0/0	0	0	0	0	5	-5	0/0	Rai Tornado	Critical Hit +2	C/SM
Darkness Axe	13	-1800	10/0	0/0	12/0	0/0	0	0	0	0	-5	5	0/0	Ani Tornado	N/A	C/SM
Master's Axe	14	-1900	12/0	0/0	20/0	0/0	1	1	1	1	1	1	0/0	Axel Pain, Rai Tornado	Critical Hit +2	C/M/SM
Papillon Axe	15	4000/2000	13/10	0/0	13/10	0/0	2	2	2	2	2	2	0/0	Ani Break, Rue Tornado	N/A	S/C/SM
Giant Hill*	15	-2000	16/0	0/0	0/0	0/0	0	0	0	0	0	0	0/0	Gan Tornado, Gan Basher	Life Drain +10	M
Devil's Axe	16	-2100	14/0	0/0	15/0	0/0	5	5	5	5	5	5	0/0	Axel Pain, Triple Wield	Skill Drain +2	M/SM
Axe Bomber*	16	-2100	13/0	0/0	20/0	-15/0	0	0	0	0	15	-15	0/0	Rai Tornado, Rai Basher	Critical Hit +5	M
Handyman's Axe	17	-2200	15/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Axel Pain, Gan Basher	N/A	T/M/SM
Full Swing	17	-2300	16/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Triple Wield, Rai Basher	N/A	M/SM
Drought Axe	18	-2400	17/0	0/0	10/0	0/0	7	0	0	-7	0	0	0/0	Gan Break, Gan Basher	N/A	SM
Brook Axe	19	-2500	17/0	0/0	12/0	0/0	0	7	-7	0	0	0	0/0	Rue Break, Rue Basher	N/A	C/SM
Vitality Axe	20	-2600	18/0	0/0	10/0	0/0	3	3	3	3	3	3	0/0	Rue Break, Repth	N/A	C/M/SM
Sinner's Axe	21	-2700	19/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Ani Break, Ani Basher	N/A	C/M/SM
Overloaded	21	-2800	20/0	0/0	9/0	0/0	0	0	0	0	7	-7	0/0	Rai Break, Rai Basher	Life Drain +2	C/SM
Darkness	22	-2900	20/0	0/0	11/0	0/0	0	0	0	0	-7	7	0/0	Ani Break, Ani Basher	N/A	C/SM
Golden Mean	23	-3000	21/0	0/0	8/0	0/0	0	0	0	0	0	0	0/0	Rue Tornado, Rai Tornado	N/A	C/SM
New Scythe	24	-3100	21/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Axel Pain, Gan Tornado	N/A	C/M/SM
Sorcery's Axe	25	-3200	22/0	0/0	8/1	0/0	0	0	0	0	0	0	0/0	Axel Pain, Ani Basher	Skill Drain +2	C/SM
Quake Axe	25	-3300	22/0	0/0	10/1	0/0	10	0	0	-10	0	0	0/0	Gan Tornado, Gan Basher	N/A	C/M/SM
8 Key Guardian*	26	-3400	23/0	0/0	8/0	-10/0	0	20	-20	0	0	0	0/0	Rue Break, Rue Tornado, Rue Basher	Critical Hit +10	M
Dragon Axe	29	7500/3750	23/0	0/0	7/1	0/0	0	10	-10	0	0	0	0/0	Rue Tornado, Rue Basher	N/A	S/C/SM
Splatter Axe	34	-4300	24/0	0/0	8/2	0/0	2	2	2	2	2	2	0/0	Triple Wield, Ani Tornado	Life Drain +2	C/SM
Axe of Mobs	34	-4400	25/0	0/0	8/2	0/0	2	2	2	2	2	2	0/0	Triple Wield, Gan Tornado	Critical Hit +2	C/M/SM
Vortex Axe	36	-4650	25/0	0/0	9/3	0/0	1	1	1	1	10	-5	0/0	Rai Tornado, Rai Basher	N/A	M/SM
Alien Axe	37	-4750	26/0	0/0	8/3	0/0	1	1	1	1	-5	10	0/0	Ani Tornado, Ani Basher	N/A	C/M/SM
Key Axe*	38	-4800	22/2	0/0	10/2	0/0	20	0	0	-20	0	0	0/0	Rue Tornado, Rue Basher	Life Drain +15, Skill Drain +10	T
Artisan Axe	41	-5250	26/0	0/0	9/4	0/0	2	2	2	2	2	2	0/0	Axel Pain, Rai Tornado, Rue Basher	Critical Hit +2	C/M/SM
Exhaustion*	43	-5500	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Axel Pain	N/A	M
Fairy Axe	47	-5950	27/0	0/0	8/4	0/0	2	2	2	2	2	2	0/0	Axel Pain, Rue Tornado, Rue Basher	N/A	M/SM
Tri-Tips*	48	-6100	30/1	0/0	8/6	-15/0	0	12	-5	0	0	0	0/0	Rue Tornado, Ruem Punish	N/A	M
Dark God's Axe	49	-6200	27/1	0/0	8/5	0/0	5	5	5	5	5	5	0/0	Axel Pain, Ani Tornado, Brandish	Skill Drain +2	C/M/SM
Lumberjack	50	-6400	28/1	0/0	10/6	0/0	12	4	4	-5	4	4	0/0	Axel Pain, Gan Tornado, Critical Hit +2 Gan Basher		C/M/SM

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Heavy Axeman Class: Earth, Water, Thunder and Darkness Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Over Swing	53	-/6750	28/1	0/0	8/6	0/0	3	3	3	3	3	3	0/0	Rai Tornado, GiGan Break	N/A	SM
Thunder Dad*	53	-/6650	28/6	0/0	0/8	0/0	0	0	0	0	12	-5	0/0	Rai Tornado, Raio Punish	Life Drain +10	T
Desert Axe	54	13700/6850	29/1	0/0	6/6	0/0	12	3	3	-5	3	3	0/0	Gan Tornado, Ganz Punish	N/A	S/C/SM
Liquid Axe	55	-/6950	29/1	0/0	8/7	0/0	3	12	-5	3	3	3	0/0	Rue Tornado, Ruem Punish	N/A	C/SM
Vibrant Blade	56	-/14100	30/1	0/0	5/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, Repth, Ruem Punish	N/A	C/M/SM
Brute's Axe	61	-/15400	30/2	0/0	7/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, Ani Tornado, GiAni Rampage	N/A	T/M
Shock Axe	62	-/15700	31/2	0/0	4/8	0/0	3	3	3	3	12	-5	0/0	Rai Break, Rai Tornado, Raio Punish	N/A	T/SM
Black Axe	63	-/16000	31/3	0/0	6/8	0/0	3	3	3	3	-5	12	0/0	Ani Break, Ani Tornado, Anid Punish	N/A	T/M/SM
Plasma Axe	71	-/17900	32/3	0/0	4/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, GiRai Break, Raio Punish	N/A	T/SM
Miracle Axe	72	-/18100	33/3	0/0	4/9	0/0	4	4	4	4	4	4	0/0	Axel Pain, GiRai Break, Ruem Punish	N/A	C/T/M/SM
Malice's Axe	74	-/18600	33/4	0/0	6/9	0/0	4	4	4	4	4	4	0/0	Axel Pain, GiAni Break, Anid Punish	Skill Drain +2	C/T/SM
Watcher*	79	-/19800	35/10	0/0	-5/20	0/0	0	0	0	0	-5	15	0/0	Ani Tornado, GiAni Break, Anid Punish	Skill Drain +10	C
Subaru's Axe*	80	-/20000	31/8	0/5	6/10	0/0	3	3	3	3	3	3	0/100	GiRue Rampage, Ganz Punish, Rig Geam	N/A	E
Gaia's Axe	85	-/21300	34/4	0/0	4/9	0/0	15	3	3	-5	3	3	0/0	GiGan Break, GiGan Rampage, Ganz Punish	N/A	M/SM
Neptune	86	-/21600	34/5	0/0	6/9	0/0	3	15	-5	3	3	3	0/0	GiRue Break, GiRue Rampage, Ruem Punish	N/A	C/SM
Vampire Axe	89	-/22300	35/5	0/0	6/10	0/0	4	4	4	4	4	4	0/0	GiAni Break, GiGan Break, Anid Punish	Life Drain +3	SM
Crazy Axe	90	-/22500	35/6	0/0	6/10	0/0	4	4	4	4	4	4	0/0	Raio Punish, GiRai Break, Anid Punish	Critical Hit +3	C/T/SM
Lightning Axe	90	-/22600	36/6	0/0	7/11	0/0	3	3	3	3	15	-5	0/0	GiRai Break, GiRai Rampage, Raio Punish	Skill Drain +3	C/SM
Dimension	91	-/22800	36/7	0/0	7/11	0/0	3	3	3	3	-5	15	0/0	GiAni Break, GiAni Rampage, Anid Punish	Life Drain +3	C/M
Yeah Piros!*	92	-/23200	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Triple Wield	N/A	M
Maestro Axe	93	-/23300	37/7	0/0	7/11	0/0	4	4	4	4	4	4	0/0	GiRue Break, GiRai Rampage, Anid Punish	Critical Hit +3	C/M
Angel Axe	94	-/23700	38/8	0/0	7/11	0/0	4	4	4	4	4	4	0/0	GiGan Break, GiRue Rampage, Raio Punish	Death +3	C/M
Missing Axe	99	-/24900	39/8	0/0	7/12	0/0	5	5	5	5	5	5	0/0	GiRue Break, GiAni Rampage, Ganz Punish	Skill Drain +5	C/T/M
Hell's Herald*	99	-/25000	40/10	0/0	15/15	-10/0	5	5	5	5	-5	20	0/0	GiAni Break, GiGan Rampage, Raio Punish	Critical Hit +10	M
Fate Encounter*	99	-/25000	40/10	0/0	15/15	0/0	7	7	7	7	7	7	0/0	Ruem Punish, GiRai Rampage, GiGan Break	Skill Drain +15	D

Long Arm Class: Water, Fire, Wood and Thunder Skills Only.

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Bronze Spear	1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	S/C/SM
Iron Spear	1	-/250	4/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Repulse Cage	N/A	C/M/SM
Relief Lance	2	700/350	8/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Double Sweep	N/A	S/C/SM
Water Spear	2	-/450	8/0	0/0	4/0	0/0	0	5	-5	0	0	0	0/0	Triple Doom	N/A	C/SM
Amazon Spear	2	-/450	8/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	D
Fire Spear	3	-/550	8/0	0/0	5/0	0/0	0	-5	5	0	0	0	0/0	Repulse Cage	N/A	C/M/SM
Wooden Spear	4	1300/650	8/0	0/0	6/0	0/0	-5	0	0	5	0	0	0/0	Double Sweep	N/A	S/C/M/SM
Electric Spear	4	-/750	8/0	0/0	7/0	0/0	0	0	0	0	5	-5	0/0	Triple Doom	N/A	C/SM
Glaive	5	-/850	8/0	0/0	8/0	0/0	0	0	0	0	0	0	0/0	Repulse Cage	Death +2	C/SM
Gold Spear	6	-/950	13/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Double Sweep	N/A	C/M/SM
Nihonmaru	7	-/1050	15/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	C/SM
Spear of Spell	7	-/1150	15/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	Skill Drain +2	C/M/SM
Bloody Lance	8	-/1250	17/0	0/0	12/0	0/0	3	3	3	3	3	3	0/0	Triple Doom	Death +2	C/SM
Merman Spear	9	-/1350	17/0	0/0	13/0	0/0	0	10	-10	0	0	0	0/0	Rue Repulse	N/A	C/SM
Eternal Victor	9	-/1350	17/0	0/0	13/0	0/0	1	1	1	1	1	1	0/0	Juk Doom, Juk Wipe	N/A	Vol.2
Lavaman Spear	10	-/1450	17/0	0/0	14/0	0/0	0	-10	10	0	0	0	0/0	Vak Repulse	N/A	C/M/SM
Treeman Spear	10	-/1550	17/0	0/0	15/0	0/0	-10	0	0	10	0	0	0/0	Juk Repulse	N/A	C/M/SM
Marine Spear	10	-/3000	25/0	0/0	15/0	0/0	0	15	-5	0	0	0	0/0	Triple Doom, Repth	N/A	C
Stormer Spear	11	-/1650	17/0	0/0	16/0	0/0	0	0	0	0	10	-10	0/0	Rai Repulse	N/A	C/M/SM
Berserk Spear	12	-/1750	19/0	0/0	17/0	0/0	0	0	0	0	0	0	0/0	Vak Repulse, Double Sweep	Critical Hit +2, No Damage +2	C/
Sleipnir	12	-/1850	20/0	0/0	18/0	0/0	2	2	2	2	2	2	0/0	Juk Repulse, Double Sweep	Critical Hit +2	C/M/SM
Fairy Spear	13	3900/1950	21/0	0/0	19/0	0/0	2	2	2	2	2	2	0/0	Rue Doom, Repulse Cage	N/A	S/C/M/SM
Fiend Spear	14	-/2050	22/0	0/0	20/0	0/0	3	3	3	3	3	3	0/0	Vak Repulse, Double Sweep	Skill Drain +2	C/SM
Million\$ Spear	14	-/2000	21/10	0/0	19/20	0/0	2	2	2	2	2	2	0/0	Repulse Cage, Juk Wipe	Skill Drain +10	M
Scarlet Autumn	14	-/2100	23/-10	0/0	15/-10	0/0	2	2	2	2	2	2	0/0	Juk Repulse, Juk Wipe	Critical Hit +5	M
Copper Lance	15	-/2150	22/0	0/0	21/0	0/0	1	1	1	1	1	1	0/0	Triple Doom, Double Sweep	N/A	M/SM
Steel Spear	15	-/2250	23/0	0/0	16/1	-1/0	2	2	2	2	2	2	0/0	Repulse Cage, Double Sweep	N/A	M/SM
Tranquilance	16	-/2350	23/1	0/0	17/1	-1/0	0	0	0	0	0	0	0/0	Double Sweep, Repth	N/A	M/SM
River Spear	17	-/2450	24/1	0/0	11/1	-1/0	0	5	-5	0	0	0	0/0	Repulse Cage, Rue Wipe	N/A	M/SM
Flame Spear	18	-/2550	24/2	0/0	12/2	-2/0	0	-5	5	0	0	0	0/0	Triple Doom, Vak Wipe	N/A	C/SM
Globe Spear	18	-/2650	24/2	0/0	13/2	-2/0	-5	0	0	5	0	0	0/0	Repulse Cage, Juk Wipe	N/A	C/SM
Blitz Spear	19	-/2750	24/2	0/0	14/2	-2/0	0	0	0	0	5	-5	0/0	Triple Doom, Rai Wipe	N/A	C/M/SM
Knight Glaive	20	-/2850	25/2	0/0	10/3	-3/0	0	0	0	0	0	0	0/0	Repulse Cage, Juk Wipe	N/A	C/M/SM
Adamant Lance	20	-/2950	25/3	0/0	12/3	-3/0	1	1	1	1	1	1	0/0	Triple Doom, Rai Wipe	N/A	C/SM
Super Spear	21	-/3050	26/3	0/0	9/3	-3/0	2	2	2	2	2	2	0/0	Repulse Cage, Vak Wipe	N/A	C/M/SM
Mage Spear	22	-/3150	26/3	0/0	10/4	-4/0	3	3	3	3	3	3	0/0	Triple Doom, Rue Wipe	Skill Drain +2	C/SM
Dhampir Lance	23	-/3250	26/3	0/0	11/4	-4/0	0	0	0	0	0	0	0/0	Juk Repulse, Rai Wipe	Life Drain +2	C/SM
Jishuwen	23	-/3350	32/0	0/0	32/0	-10/0	0	20	-20	0	0	0	0/0	Rue Repulse, Rue Wipe	N/A	M
Super Wufei*	23	-/3300	32/2	0/0	22/2	0/0	0	-20	20	0	0	0	0/0	Vak Repulse, Vak Wipe	Life Drain +10, Skill Drain +10	T
Fox Spear	34	9700/4850	26/4	0/0	12/4	0/0	0	8	-5	0	0	0	0/0	Rue Repulse, Rue Wipe	N/A	S/C/SM
Blazing Spear	35	-/4900	26/4	0/0	13/5	0/0	0	-5	8	0	0	0	0/0	Vak Repulse, Vak Wipe	N/A	C/M/SM
Treebeam Spear	35	-/4950	26/4	0/0	14/6	0/0	-5	0	0	8	0	0	0/0	Juk Repulse, Juk Wipe	N/A	C/M/SM
Flash Spear	35	-/5000	26/4	0/0	15/7	0/0	0	0	0	0	8	-5	0/0	Rai Repulse, Rai Wipe	N/A	C/SM
Insane Spear	39	-/5450	27/5	0/0	9/7	0/0	1	1	1	1	1	1	0/0	Triple Doom, Rai Repulse, Vak Wipe	N/A	C/SM
Dragnir	39	-/5550	27/5	0/0	10/7	0/0	1	1	1	1	1	1	0/0	Triple Doom, Vak Repulse, Rai Wipe	Critical Hit +2	C/M/SM
Go-in-Circles*	40	-/5700	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	M
Erling's Spear	42	-/5950	27/5	0/0	11/7	0/0	2	2	2	2	2	2	0/0	Rue Doom, Juk Repulse, Double Sweep	N/A	C/M/SM
Demon Spear	46	-/6500	27/5	0/0	12/7	0/0	2	2	2	2	2	2	0/0	Juk Doom, Rai Repulse, Vak Wipe	Skill Drain +2	C/M/SM
Sacred Spear	47	-/6600	27/6	0/0	14/7	0/0	2	2	2	2	2	2	0/0	Juk Doom, Vak Repulse, Rai Wipe	N/A	C/SM

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Long Arm Class: Water, Fire, Wood and Thunder Skills Only (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Damascus Spear	49	-/6900	27/6	0/0	14/7	0/0	2	2	2	2	2	2	0/0	Vak Repulse, GiVak Doom	N/A	M/SM
Happiness	50	14200/7100	28/6	0/0	8/8	0/0	2	2	2	2	2	2	0/0	Rue Repulse, Ap Corv, GiRue Doom	N/A	S/C/SM
Aquaspear	54	-/7550	28/6	0/0	9/8	0/0	1	12	-5	1	1	1	0/0	Rue Wipe, Rue Doom, GiRue Doom	N/A	C/M/SM
Last Tess*	54	-/7650	27/6	0/0	0/8	-6/0	-5	0	0	12	0	0	0/0	"Repulse Cage, GiJuk Vortex, Juka Tempest"	Skill Drain +10Juka Tempest	M
Minerva*	55	-/7750	29/6	0/0	9/8	-18/0	0	0	0	0	12	-5	0/0	"Double Sweep, " GiRai Doom, GiRai Vortex"	Critical Hit +10	M
Volcanic Spear	57	-/15900	28/7	0/0	10/8	0/0	2	-5	12	2	2	2	0/0	Vak Wipe, Vak Doom, GiVak Vortex	N/A	T/SM
Forest Spear	59	-/16500	28/7	0/0	11/9	0/0	-5	3	3	12	3	3	0/0	Juk Repulse, Juk Doom, GiJuk Vortex	N/A	T/SM
Thunder Spear	59	-/16600	28/7	0/0	12/9	0/0	3	3	3	3	12	-5	0/0	Rai Repulse, Rai Wipe, GiRai Vortex	N/A	T/SM
Kaiser Glaive	60	-/16800	29/7	0/0	7/9	0/0	1	1	1	1	1	1	0/0	Rai Wipe, GiJuk Doom, Ruem Tempest	N/A	T/SM
Golden Dragon	61	-/17100	29/8	0/0	8/10	0/0	1	1	1	1	1	1	0/0	Rue Doom, GiRai Doom, Vakz Tempest	N/A	T/SM
Avfuf Spear	62	-/17400	30/8	0/0	9/10	0/0	1	1	1	1	1	1	0/0	Rai Doom, GiVak Vortex, Juka Tempest	N/A	C/T/SM
Spear of Curse	65	-/18200	30/8	0/0	10/10	0/0	1	1	1	1	-5	12	0/0	Vak Doom, GiJuk Vortex, Raio Tempest	Skill Drain +2	C/T/SM
Demon Lance	66	-/18400	31/8	0/0	8/11	0/0	2	2	2	2	2	2	0/0	Juk Doom, GiRai Vortex, Ruem Tempest	N/A	SM
Rivergod Spear	73	-/20400	31/9	0/0	8/11	0/0	0	15	-5	0	0	0	0/0	GiRue Doom, GiRue Vortex, Ruem Tempest	N/A	C/M/SM
Hellfire Spear	75	-/20900	31/9	0/0	8/11	0/0	1	-5	15	1	1	1	0/0	GiVak Doom, GiVak Vortex, Vakz Tempest	N/A	SM
Primal Spear	77	-/21600	31/9	0/0	9/12	0/0	-5	2	2	15	2	2	0/0	GiJuk Doom, GiJuk Vortex, Juka Tempest	N/A	C/T/SM
Plasma Lance	78	-/21800	32/9	0/0	10/12	0/0	2	2	2	2	15	-5	0/0	GiRai Doom, GiRai Vortex, Raio Tempest	N/A	C/T/M/SM
Madlance	79	-/22100	32/10	0/0	11/12	0/0	3	3	3	3	3	3	0/0	GiVak Doom, GiRai Vortex, Ruem Tempest	N/A	C
Spear Core MK3*	80	-/22300	31/10	0/0	-5/12	0/0	3	15	-5	3	3	3	0/0	GiRue Doom, GiRue Vortex, Ruem Tempest	Skill Drain +10	C
Gungnir	81	-/22600	33/10	0/0	12/13	0/0	3	3	3	3	3	3	0/0	GiRai Doom, GiJuk Vortex, Vakz Tempest	Critical Hit +2	C
Spirit Lance	83	-/23300	33/10	0/0	13/13	0/0	4	4	4	4	4	4	0/0	GiRai Doom, GiRue Vortex, Juka Tempest	N/A	C/M
Bloodless*	84	-/23400	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Repulse Cage	N/A	M
Ultimate Spear	86	-/23900	34/11	0/0	14/13	0/0	4	4	4	4	4	4	0/0	GiRue Doom, GiVak Vortex, Raio Tempest	Skill Drain +2	C/T/M
Crim's Spear*	88	-/24600	25/3	0/0	10/5	0/0	0	-10	20	0	0	0	0/0	GiVak Doom, GiVak Vortex, Vakz Tempest	Critical Hit +100	E
Valhalberd*	99	-/27700	35/12	0/0	15/12	-5/0	5	5	5	5	5	5	0/0	GiVak Vortex, GiRue Doom, Raio Tempest	Critical Hit +10	M

Wavemaster Class: Uses Magical Spells of all Elemental Types

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Cypress Wand	1	200/100	0/1	0/0	0/1	0/0	0	0	0	0	0	0	0/0	Rue Rom	N/A	S/C/SM
Iron Rod	1	400/200	0/2	0/0	0/2	0/0	0	0	0	0	0	0	0/0	Gan Rom	N/A	S/C/SM
Nautilus Wand	1	-250	0/4	0/0	0/2	0/0	0	0	0	0	0	0	0/0	Gan Don	N/A	D
Flaming Wand	1	-150	0/2	0/0	0/1	0/0	0	0	0	0	0	0	0/0	Rue Rom	N/A	D
Earth Wand	2	-300	0/4	0/0	0/3	0/0	5	0	0	-5	0	0	0/0	Gan Don	N/A	C/SM
Water Wand	2	-400	0/4	0/0	0/4	0/0	0	5	-5	0	0	0	0/0	Rue Rom	N/A	C/SM
Fire Wand	3	-500	0/4	0/0	0/5	0/0	0	-5	5	0	0	0	0/0	Vak Don	N/A	C/M/SM
Air Wand	4	-600	0/4	0/0	0/6	0/0	-5	0	0	5	0	0	0/0	Juk Rom	N/A	C/SM
Electric Wand	4	1400/700	0/4	0/0	0/7	0/0	0	0	0	0	5	-5	0/0	Rai Don	N/A	S/C/SM
Ebony Wand	5	-800	0/4	0/0	0/8	0/0	0	0	0	0	-5	5	0/0	Ani Don	N/A	C/SM
Wand of Wisdom	6	-900	1/5	0/0	0/9	0/0	0	0	0	0	0	0	0/0	Vak Kruz, Vak Don	N/A	C/SM
Basho Wand	6	-1000	0/1	0/0	0/1	0/0	0	0	0	0	0	0	0/0	Gan Don, Vak Kruz	N/A	C/M/SM
Diabolic Wand	7	-1100	0/2	0/0	0/2	0/0	0	0	0	0	0	0	0/0	Wryneck, Miu Lei	N/A	C/M/SM
Earth Rod	8	-1200	0/4	0/0	0/3	0/0	10	0	0	-10	0	0	0/0	Gan Don, MeGan Rom	N/A	C/M/SM
Rod of the Sea	8	-1300	0/4	0/0	0/4	0/0	0	10	-10	0	0	0	0/0	Rue Rom, GiRue Kruz	N/A	C/M/SM
Inferno Wand	9	-1400	0/4	0/0	0/5	0/0	0	-10	10	0	0	0	0/0	Vak Don, BiVak Rom	N/A	C/M/SM
Cedar Wand	10	-1500	0/4	0/0	0/6	0/0	-10	0	0	10	0	0	0/0	Juk Rom, MeJuk Kruz	N/A	M/SM
Wand of Storms	10	-1600	0/4	0/0	0/7	0/0	0	0	0	0	10	-10	0/0	Rai Don, GiRai Rom	N/A	C/SM
Adian's Rod	11	-1700	0/4	0/0	0/8	0/0	0	0	0	0	-10	10	0/0	Ani Don, MeAni Kruz	N/A	C/M/SM
Almighty Wand	12	-1800	1/5	0/0	0/9	0/0	0	0	0	0	0	0	0/0	Gan Rom, Oi Repth	N/A	C/SM
Groovy Stick	12	3800/1900	1/7	0/5	0/10	0/5	0	0	0	0	0	0	0/0	Rue Zot, Rajuk Zot	N/A	S/C/SM
Starstorm Wand	13	-2000	1/9	0/0	0/11	0/0	3	3	3	3	3	3	0/0	Yarthkins, Vulcan Ch	N/A	C/SM
Spiral Wand	14	-2100	1/8	0/0	1/12	0/0	4	4	4	4	4	4	0/0	Rue Rom, MeRue Zot	N/A	T/M/SM
Silver Rod	14	-2200	1/9	0/0	1/13	0/0	5	5	5	5	5	5	0/0	Gan Rom, GiGan Rom	N/A	M/SM
Expert Wand	14	-2100	1/8	0/0	1/12	0/0	0	0	0	0	0	0	0/0	Vak Kruz, GiVak Don, Vulcan	N/A	Vol.2
Dark History*	14	-2150	0/22	0/0	0/25	0/0	3	3	3	3	3	3	0/0	Rue Rom, MeRue Zot	N/A	M
Jester's Wand*	14	-2100	0/25	0/0	0/10	-15/0	3	3	3	3	3	3	0/0	Rai Don, GiRai Rom	N/A	M
Muddy Rod	15	-2300	1/10	0/0	1/14	0/0	15	0	0	-15	0	0	0/0	Gan Don, Gan Zot, MeGan Rom	N/A	SM
Bubble Rod	16	-2400	1/10	0/0	2/15	0/0	0	15	-15	0	0	0	0/0	Rue Rom, Rue Zot, GiRue Kruz	N/A	C/SM
Flaming Rod	16	-2500	1/10	0/0	2/16	0/0	0	-15	15	0	0	0	0/0	Vak Don, Vak Kruz, BiVak Rom	N/A	C/M/SM
Dark Green Rod	17	-2600	1/10	0/0	2/17	0/0	-15	0	0	15	0	0	0/0	Juk Rom, Juk Zot, MeJuk Kruz	N/A	C/SM
Bolt Rod	18	-2700	1/10	0/0	3/18	0/0	0	0	0	0	15	-15	0/0	Rai Don, Rai Kruz, GiRai Rom	N/A	C/M/SM
Nerd Staff	18	-2800	1/10	0/0	3/19	0/0	0	0	0	0	-15	15	0/0	Ani Don, Ani Zot, MeAni Kruz	N/A	C/M/SM
Revelation	19	-2900	1/11	0/0	3/20	0/0	3	3	3	3	3	3	0/0	Vak Kruz, GiVak Don, GiRai Rom	N/A	C/M/SM
Treasure Wand	20	-3000	2/12	0/0	4/21	0/0	4	4	4	4	4	4	0/0	OrGan Don, GiVak Kruz, Rai Kruz	N/A	C/M/SM
Witch's Wand	20	-3050	2/12	0/0	4/22	0/0	5	5	5	5	5	5	0/0	OrmeAni Zot, Miu Lei, Wryneck	N/A	C/M/SM
Gaia's Staff	20	-3050	2/13	0/0	4/14	0/0	20	0	0	-20	0	0	0/0	OrGan Don, GiGan Rom, Yarthkins	N/A	C/SM
Great Elite*	20	-3100	0/13	0/0	0/16	0/0	0	0	0	0	20	-20	0/0	Lanceor, Lanceor Ch, GiRai Rom	N/A	M
Rod of Pattern*	21	-3250	-5/14	0/0	-10/15	-10/0	0	0	0	0	0	0	0/0	OrRue Rom, Wryneck Ch, Yarthkins Ch	N/A	M
Ocean's Rod	28	8600/4300	2/13	0/0	4/15	0/0	0	20	-20	0	0	0	0/0	OrRue Rom, MeRue Zot, Merrows	N/A	S/C/SM
Firedrake Bone	29	-4350	2/13	0/0	5/16	0/0	0	-20	20	0	0	0	0/0	RaVak Don, GiVak Kruz, Vulcan	N/A	C/M/SM

Wavemaster Class: Uses Magical Spells of all Elemental Types (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Rod of Gales	29	-/4400	2/13	0/0	5/17	0/0	-20	0	0	20	0	0	0/0	RaJuk Rom, RaJuk Zot, Krake	N/A	C/M/SM
Stormlord Rod	29	-/4400	2/13	0/0	5/18	0/0	0	0	0	0	20	-20	0/0	GiRai Don, MeRai Kruz, Lanceor	N/A	C/M/SM
Apocalypse Rod	29	-/4450	2/13	0/0	5/19	0/0	0	0	0	0	-20	20	0/0	OrbiAni Don, MeAni Zot, Wryneck	N/A	C/M/SM
Tenami	34	-/5200	2/14	0/0	5/16	0/0	1	1	1	1	1	1	0/0	OrGan Rom, GiGan Rom, Yarthkins Ch	N/A	C/M/SM
Moonstruck	36	-/5400	2/14	0/0	6/17	0/0	1	1	1	1	1	1	0/0	LaRue Zot, Miu Lei, Merrows Ch	N/A	C/SM
Yoshida (26)*	37	-/5650	0/16	0/0	0/10	0/0	0	0	0	0	-15	15	0/0	OrmeAni Kruz, Wryneck Ch, Wryneck Rf	N/A	T
Cosmic Staff	38	-/5750	2/15	0/0	6/17	0/0	2	2	2	2	2	2	0/0	Yarthkins Rf, Vulcan Ch, Wryneck Ch	N/A	C/M/SM
Shy Staff*	38	-/5750	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Gan Rom, Rue Rom, Vak Rom	N/A	M
Oak Staff	43	-/6550	2/15	0/0	6/18	0/0	1	1	1	1	1	1	0/0	OrRue Rom, GiVak Kruz, OrGan Rom	N/A	C/SM
Crystal Rod	44	-/6650	2/16	0/0	6/18	0/0	1	1	1	1	1	1	0/0	MeGan Rom, OrGan Zot, MeRue Kruz	N/A	C/SM
Earth Staff	44	13400/6700	2/17	0/0	6/12	0/0	25	0	0	-25	0	0	0/0	PhaGan Don, GiGan Rom, Yarthkins Ch	N/A	S/C/SM
Cygnus Rod	45	-/6750	2/17	0/0	7/13	0/0	0	25	-25	0	0	0	0/0	PhaRue Rom, MeRue Zot, Merrows Ch	N/A	C/T/M/SM
Burning Brand	45	-/13600	2/17	0/0	7/14	0/0	0	-25	25	0	0	0	0/0	PhaVak Don, GiVak Kruz, Vulcan Ch	N/A	T/M/SM
BT's Wand*	46	-/6900	20/13	0/0	20/13	0/0	3	3	3	3	3	3	0/0	MeGan Rom, MeRue Rom, RaJuk Zot	N/A	Vol.3
Heh Heh Heh*	47	-/7150	0/18	-5/0	0/15	-10/0	0	-15	15	0	0	0	0/0	PhaVak Don, Vulcan Ch, Vulcan Rf	N/A	M
Tsukasa's Wand*	48	-/7300	0/17	0/0	0/12	0/0	1	1	1	1	1	1	100/0	Vulcan Ch, Lanceor Ch, Wryneck Ch	N/A	Vol.3
Hag's Wand	53	-/15900	2/17	0/0	7/15	0/0	-25	0	0	25	0	0	0/0	PhaJuk Rom, OrJuk Zot, Krake Ch	N/A	T/SM
Stun Rod	53	-/16000	2/17	0/0	7/16	0/0	0	0	0	0	25	-25	0/0	PhaRai Don, OrmRai Kruz, Lanceor Ch	N/A	T/M/SM
Negation Wand	53	-/16100	2/17	0/0	7/17	0/0	0	0	0	0	-25	25	0/0	PhaAni Don, OrmeAni Zot, Wryneck Ch	N/A	T/SM
Wand Wannabe*	62	-/18700	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Juk Rom, Rai Rom, Ani Don	N/A	M
Wand of Truth	64	-/19400	2/18	0/0	7/17	0/0	1	1	1	1	1	1	0/0	PhaVak Kruz, RaVak Don, MeRai Rom	N/A	T/SM
Dharma Wand	65	-/19500	2/18	0/0	8/18	0/0	1	1	1	1	1	1	0/0	PhaGan Don, MeVak Kruz, OrmRai Kruz	N/A	C/T/M/SM
Witch's Stick	65	-/19700	2/19	0/0	8/18	0/0	1	1	1	1	1	1	0/0	Wryneck Rf, OrGan Rom	N/A	C/T/SM
Ishtar Wand	73	-/22100	2/20	0/0	8/10	0/0	30	0	0	-30	0	0	0/0	PhaGan Rom, PhaGan Zot, Yarthkins Rf	N/A	C/SM
Shinto Dream	73	-/22000	2/21	0/0	10/10	0/0	2	2	2	2	2	2	0/0	PhaGan Rom, Mumyn Lei, Krake Pha	N/A	C/SM
Commandments	74	-/22200	2/20	0/0	8/11	0/0	0	30	-30	0	0	0	0/0	PhaRue Kruz, PhaRue Zot, Merrows Rf	N/A	C/M/SM
Megiddo Wand	74	-/22300	2/20	0/0	9/12	0/0	0	-30	30	0	0	0	0/0	PhaVak Rom, Pha Vak Kruz, Vulcan Rf	N/A	SM
Wand of Dreams	74	-/22300	2/20	0/0	9/13	0/0	-30	0	0	30	0	0	0/0	PhaJuk Kruz, PhaJuk Zot, Krake Rf	N/A	C/SM

Wavemaster Class: Uses Magical Spells of all Elemental Types (continued)

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Awful Stun Rod	74	-/22400	2/20	0/0	9/14	0/0	0	0	0	0	30	-30	0/0	PhaRai Rom, PhaRai Kruz, Lanceor Rf	N/A	C
Master Asia	74	-/22400	2/20	0/0	9/15	0/0	0	0	0	0	-30	30	0/0	PhAni Kruz, PhAni Zot, Wryneck Rf	N/A	C/M
Silent Bomber*	84	-/25300	15/20	3/0	20/15	3/0	3	3	3	3	3	3	0/0	Stuck?	N/A	T
8 Wise Men*	93	-/27900	10/10	10/10	10/10	10/0	10/10	10	10	10	10	10	10/10	Yarthkins Rf, Vulcan Rf, Wryneck Rf	N/A	D
Caduceus Rod	95	-/28500	2/21	0/0	10/12	0/0	3	3	3	3	3	3	0/0	Merrows Pha, Krake Pha, Lanceor Pha	N/A	M
Staff of Truth	95	-/28700	2/22	0/0	10/12	0/0	3	3	3	3	3	3	0/0	Yarthkins Pha, Vulcan Pha, Wryneck Pha	N/A	C/T/M
Banyuinryoku*	99	-/30000	-5/24	0/0	-5/20	-10/0	7	7	7	7	7	7	0/0	Wryneck Pha, Merrows Pha, Krake Pha	N/A	M
Ludicrous*	99	-/30000	0/20	0/0	0/20	0/0	6	6	6	6	6	6	0/0	Vulcan Pha, Lanceor Pha, Wryneck Pha	N/A	D

THE SECRETS OF .hack//QUARANTINE

SECRET KEYWORD AREAS

If you scan the .hack//QUARANTINE ad, or watch the .hack//LIMINALITY disc, you'll find hidden keywords that you can actually use within the game itself. The Dungeons in these areas hold the key to getting the Cats equipment from the wily traders in the Root Towns and other rare weapons that you can use to complete your Items list. Regardless of how you come by the Secret Keywords, you only have to input them via the New Keyword function on the Chaos Gate menu to access the area.

0111001001010101011101011010

This chapter contains serious spoiler material, so don't read any further if you don't want to know about the Secret Keyword areas or other special events!

TIPS AND TRICKS FOR SURVIVING THE SECRET KEYWORD AREAS

The Secret Keyword areas are GREAT places to level up your characters during the "slow" parts of the game—or whenever you want to take a break from the action! They are filled with powerful, rare monsters and provide a challenge to the most experienced traveler.

Since each of these areas contain at least one infected monster, like /onB=ll^\$&a, A:ro*a Fe/th&r and Maga*umk\ro, you must keep a close eye on Kite's rate of infection. To defeat them, you must data drain each of them at least once. After facing several parties of infected beasts, Kite's infection level is likely to be in the red—or at least within the Warning range! Be careful and remember to balance Data Draining with hacking and slashing—especially if your characters are more than a couple of levels weaker than the monsters you face! Furthermore, once you've cleared the dungeon, be especially careful to return Kite's infection levels back to a safe range before continuing on to one of the main story line areas.

SECRET KEYWORD AREA ITEMS

Vol.	Secret Keyword Name	Area Lv	Rare Item
1	Δ Voluptuous Her Remnant	3	Kagayuzen
1	Δ Hideous Organ Market Scaffold	14	Ice Bar
1	T Dog Dancing Passionate Tri Pansy	19	Ceramic Helm
2	A Capricious Unending Corridor	39	Chinese Food
2	A Bottomless Soul Kaleidoscope	47	BL Yokohama
2	A Lightless Sacred Remains	43	Bent Glasses
3	Σ Noisy Sacred Ringing Ears	61	3-Floor Tower
3	Σ Unusual Ghostly Remnant	62	Doll Amulet
3	Σ Barking Hot-blooded 500 Lohan	62	Magnolia Miso
3	Σ Ancient Destroyer's Battlefield	65	Scent of Gero
3	Σ Greedy Gambler's Drift	67	Boxed Lunch
3	Σ Tested Morphean Alchemy	68	Field's Deed
3	Σ Entwined Prejudiced Chaos	68	Rouge Fragment
3	Σ Abrasive False Tragedy	69	Maiden's Plot
4	Ω Sickened Imprisoned Fallen Angel	78	Risky Coffee
4	Ω Reincarnated Elusive Lyric Poet	90	Christmas Card

RARE ITEM TRADES

Trader's Name	Your Item	Trade Item
Alicia	3-Floor Tower	Cats Hat
Annri	Chinese Food	Super Wufei
Benoit	Boxed Lunch	Yoshida (26)
Cyan	Rouge Fragment	Gimme Life
Flare	Magnolia Miso	Cats Gloves
Fool	Scent of Gero	Cats Boots
Jutah	Christmas Card	Silent Bomber
Panta	Ice Bar	Key Axe
Stare	Doll Amulet	Cats Armor
Teria	Maiden's Plot	Thunder Dad
Waffle	Field's Deed	Dreams of Yore

THE SECRET KEYWORD AREAS: MAPS AND STATS

Ω SICKENED IMPRISONED FALLEN ANGEL

AREA VITALS

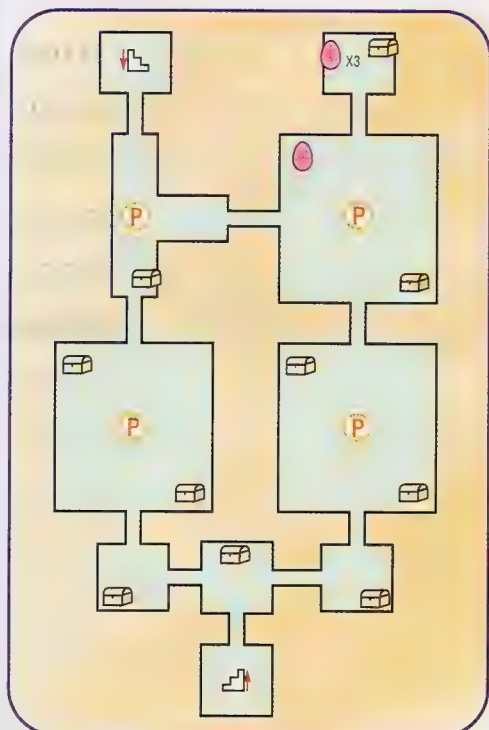
BATTLE LEVEL:	78
ELEMENT:	Thunder
GRUNTY FOOD:	Mandragora Immature Egg Golden Egg
ENVIRONMENT:	Grassland 2
WEATHER:	Stormy Afternoon

MONSTERS

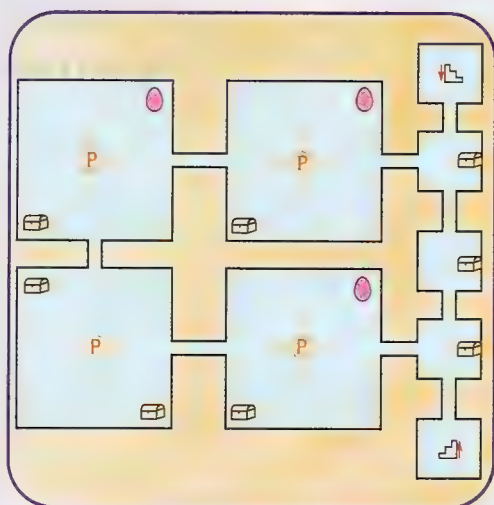
A:ro*a Fe/th&r
Dark Starfish
Demon Wyvern
Drill Idol
Earth Hsien
/onB=ll^S&a

SPECIAL ITEMS

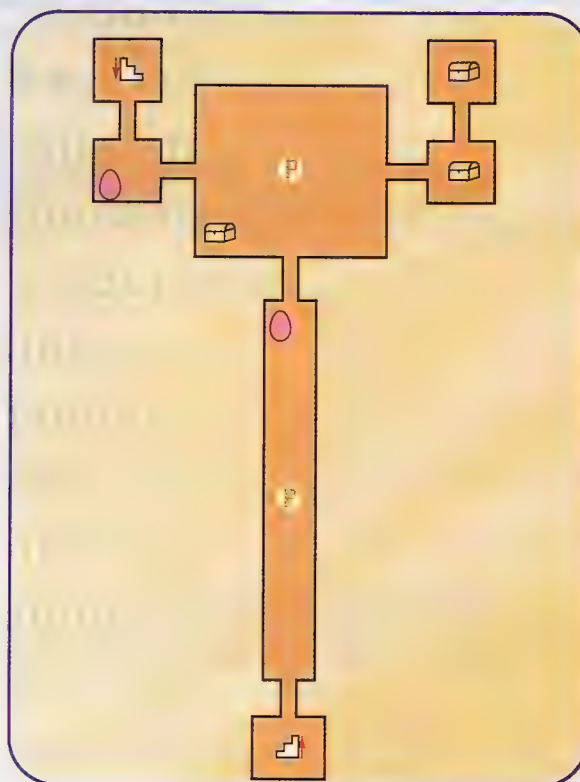
Risky Coffee



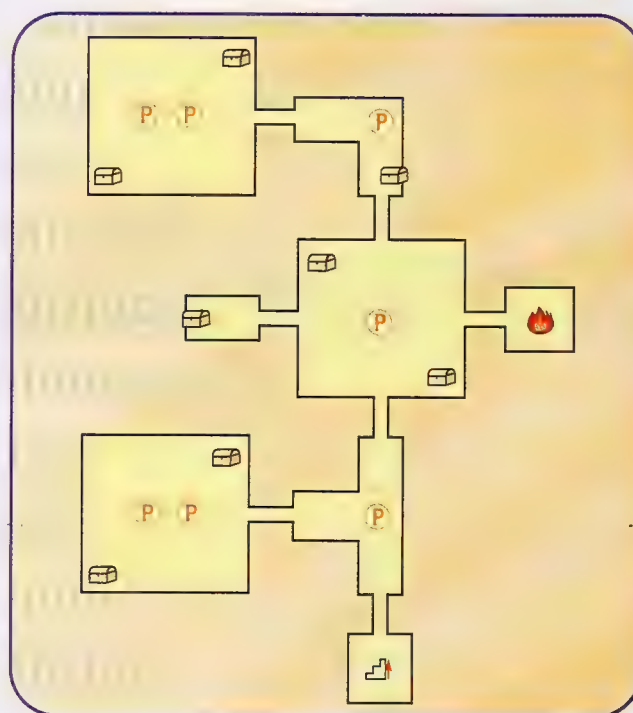
DUNGEON, B1



DUNGEON, B2



DUNGEON, B3



DUNGEON, B4

Ω REINCARNATED ELUSIVE LYRIC POET

AREA VITALS

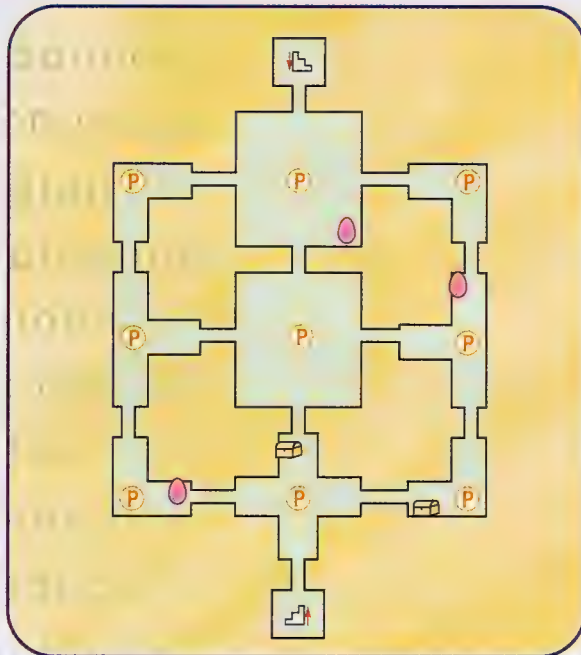
BATTLE LEVEL:	90
ELEMENT:	Wood
GRUNTY FOOD:	Mushroom Invisible Egg Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Afternoon

MONSTERS

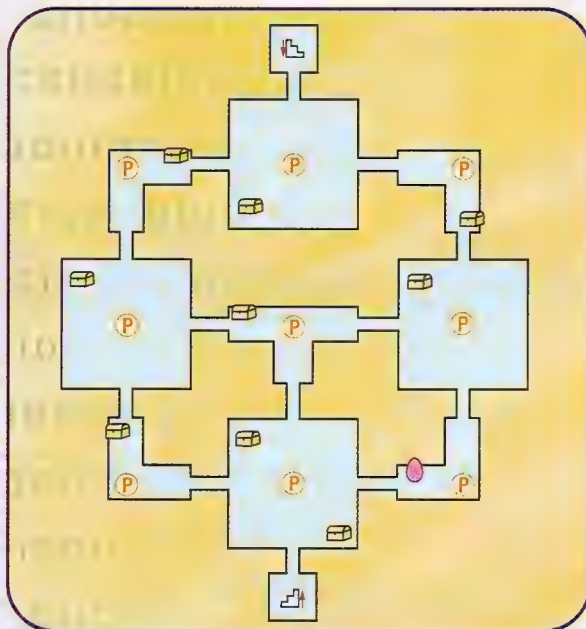
Flame Maiden
Maga*umkro
Pazuzu
Pumpkin Head
Snder^mo\

SPECIAL ITEMS

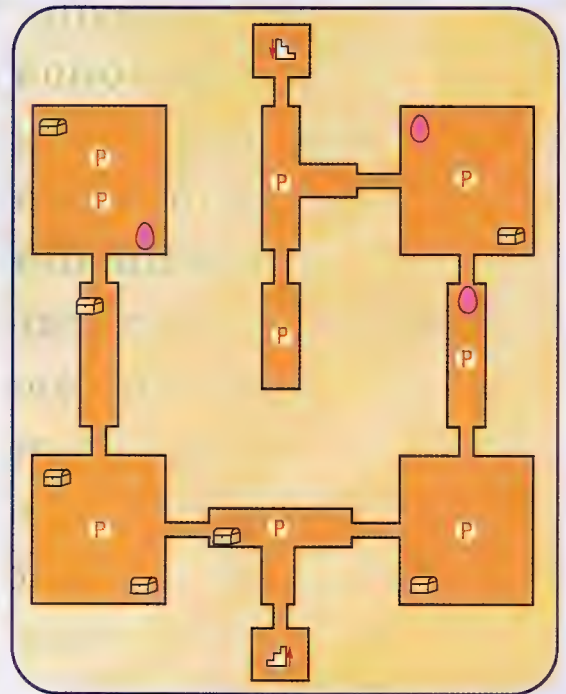
Christmas Card



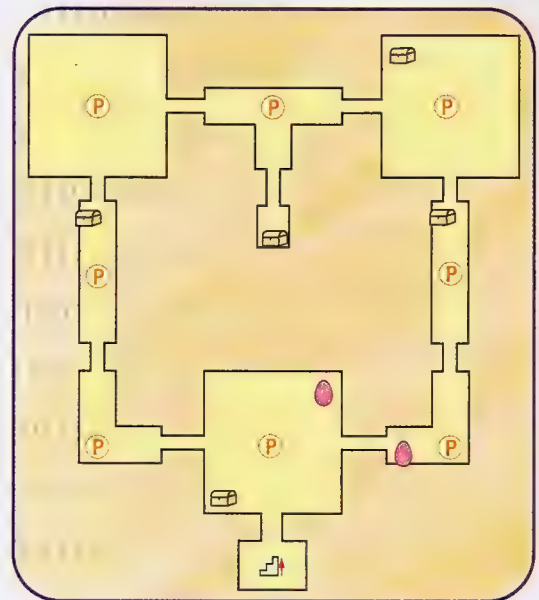
DUNGEON, B1



DUNGEON, B2



DUNGEON, B3



DUNGEON, B4

SECRET PLAYABLE CHARACTERS

Once you defeat the final boss of the game, Corbenik, and complete a brief trip with your newly revived friend, Orca, Helba gives you the addresses of several special characters. You can now play with Helba, Tsukasa, Subaru and Sora any time you want as you do what is necessary to complete the final "bonus" dungeon and win the Item Complete contest. You'll find that the "new" characters have great trade items and possess special armor and weapons that help you complete your item lists.

ORCA



Availability: Defeat Corbenik.

Lv. 50

Class: Heavy Blade

1050 HP

160 SP

Default Equipment:

Ends of Earth (Lv.11)

Rat Crest (Lv. 76)

Fire Beast (Lv. 69)

Electric Hands (Lv. 79)

Rare Greaves (Lv. 49)

Trade Items:

Speed Charm x10

Beast's Bane x10

Golden Crown

Shadow Robes

Staff of Truth

Earthlore

HELBA



Availability: After you visit ΔBursting
Passed Over Aqua Field with Orca after
Game Clear. Read Helba's e-mail.

Lv. 99

Class: Wavemaster

9999 HP

999 SP

Default Equipment:

8 Wise Men (Lv. 92)

Golden Crown (Lv. 97)

Celestial Robe (Lv. 92)

Sacred Guard (Lv. 92)

Greaves of Awe (Lv. 92)

Trade Items:

Speed Charm x10

Beast's Bane x10

Subliimer

Eternity

Tsumugari

Missing Axe

TSUKASA



Availability: After you visit ΔBursting
Passed Over Aqua Field with Orca after
Game Clear. Read Helba's e-mail.

Lv. 5

Class: Wavemaster

115 HP

40 SP

Default Equipment:

Ludicrous (Lv. 99)

Bandana (Lv.)

Leather Coat (Lv.)

Wrist Band (Lv.)

Sandals (Lv.)

Trade Items:

Speed Charm x10

Knight's Bane x10

Beast's Bane x10

Usurper Helm

Omega Guard

Demon's Hands

Ultra Leg Mail

Secret: Reason

Book of Ideas

SUBARU



Availability: After you visit ΔBursting
Passed Over Aqua Field with Orca after
Game Clear. Read Helba's e-mail.

Lv. 15

Class: Heavy Axeman

425 HP

55 SP

Default Equipment:

Fate Encounter (Lv. 99)

Ice Tiger Hood (Lv. 63)

Tree Beast (Lv.74)

Briny Guard (Lv. 61)

Oaken Leg Mail (Lv. 74)

Trade Items:

Speed Charm x10

Beast's Bane x10

Health Charm x5

Soul Charm x5

Tiger King

Jormungand

The Sun Fang

Secret: Awaken

Book of Ideals

SORA



Availability: After you visit ΔBursting
Passed Over Aqua Field with Orca after
Game Clear. Read Helba's e-mail.

Lv. 90

Class: Twin Blade

1665 HP

280 SP

Default Equipment:

Last Betrayal (Lv. 99)

Cave Bear Hood (Lv. 73)

Storm Hauberk (Lv. 78)

Jet Gloves (Lv. 83)

Storm Solleret (Lv. 78)

Trade Items:

Speed Charm x10

Beast's Bane x10

Stonecall

Aquacall

MIA



Availability: Clear the bonus dungeon
Ω Hidden Darkside Holy Ground.

Lv. 45

Class: Blademaster

950 HP

145 SP

Default Equipment:

6 Side Blade (Lv. 20)

Gold Necklace (Lv. 41)

Kris Armor (Lv. 44)

Hands of Ronin (Lv. 44)

Spiked Guard (Lv.44)

Trade Items:

Speed Charm x10

Beast's Bane x10

Knight's Bane x10

The Lovers x10

The Moon x10

The Hanged Man x10

Sealore

KEEP AN EYE OUT FOR OTHER FAMILIAR FACES!

As you wander around The World after the proper end of the game, there's a chance that you run into some familiar characters. If you haven't done much trading in this game, look around! The remaining .hack//SIGN characters (Mimiru, Bear, Crim and A-20) are wandering around town like normal NPC's. Sieg, Balmung's rival from the Liminality series and Kazu, Blackrose's brother, have been released from the hospital and have rejoined the folks online in The World.

010111010010010101010101010100011101010101010100101010010101

E-MAIL CHAINS

Each Player Character in the game sends emails once you've secured their affection/friendship. The quickest way to raise your characters' affection is to include them in battle parties occasionally and give them expensive, high-powered items and equipment.

Once you've received a personal email from a PC, reply with one of two set answers or don't reply at all. After you send your response, log out of the mail client and return to The World title screen. If you meet the affection level requirements, and you answered the previous e-mail correctly, you'll find a reply waiting in your inbox the next time you check your e-mail.

If you've started *.Hack//QUARANTINE* without carrying data over from the previous volumes, then you get to start with e-mail combos from those volumes in addition to the ones from Volume 4. Screwing up an email chain from a previous volume does not prevent you from getting the Vol. 4 mail.

HOW TO READ THE E-MAIL CHAINS

REQ: Required Affection Level (AFF LV) to unlock E-mail.

#1 or #2: Reply #.

Red Number: Affection Points (AP) gained

Blue Number: Next E-mail in Chain

All E-mails are from Vol. 4 only and start appearing after you clear Σ Screaming Wind Sand's Fate Castle.

BLACKROSE

Email #1: A Thought

REQ: AFF LV=750

- #1: You suck! **0** → **END**
#2: Me Too **10** → **END**

(Email #2: Newbies)

REQ: AFF LV=775

- #1: Yeah... **0** → **END**
#2: But **10** → **3**

Email #3: RE: But

REQ: AFF LV=800

- #1: Yeah really **0** → **END**
#2: The Incident **10** → **4**

Email #4: RE: The Incident

REQ: AFF LV=825

END

Email #5: You know

REQ: AFF LV=850; After clearing [O] Cruel Vengeful Scars

- #1: Yeah **10** → **END**
#2: Me too **10** → **END**



PIROS

Email #1: Fair Eyes

REQ: AFF LV=750

- #1: Time Machine **10** → **2**
#2: Life... **10** → **END**

Email #2: RE: Time Machine

REQ: AFF LV=800

- #1: Maybe **10** → **3**
#2: Impossible **10** → **END**

Email #3: RE: Maybe

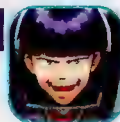
REQ: AFF LV=825

- #1: Time Machine **10** → **4**
#2: If it exists **10** → **4**

Email #4: RE: Curious...

REQ: AFF LV=850

END



NATSUME

Email #1: Flexed Arm Hang

REQ: AFF LV=750

- #1: Beforehand **10** → **2**
#2: :-) **10** → **END**

Email #2: RE: Beforehand

REQ: AFF LV=800

- #1: Good **10** → **3**
#2: Do you train? **10** → **END**

Email #3: RE: Good

REQ: AFF LV=825

- #1: Flexed Arm Hang **10** → **4**
#2: Yeah right **10** → **END**
Email #4: RE: Flexed Arm Hang
REQ: AFF LV=850
END



GARDENIA

Email #1: No Subject

REQ: AFF LV=750

- #1: Yeah **10** → **2**
#2: No **10** → **END**

Email #2: RE: Yeah

REQ: AFF LV=800

- #1: I see **10** → **3**
#2: Imagination **10** → **END**

Email #3: RE: I see

REQ: AFF LV=825

- #1: I get it **10** → **4**
#2: I heard **10** → **END**

Email #4: RE: I get it

REQ: AFF LV=850

END



SANJURO

Email #1: Red Beard

REQ: AFF LV=750

- #1: Yeah **10** → **2**
#2: No **10** → **END**

Email #2: RE: Yeah

REQ: AFF LV=800

- #1: What kind? **10** → **3**
#2: Beard is Red? **10** → **END**

Email #3: RE: What kind?

REQ: AFF LV=825

- #1: Maybe I'll watch **10** → **4**
#2: Tell me little more **10** → **4**

Email #4: Red Beard 2

REQ: AFF LV=850

END



MISTRAL

Email #1: Work at home

REQ: AFF LV=750

- #1: Pretend **0** → **3**
#2: Well **10** → **2**

Email #2: RE: Well

REQ: AFF LV=775

- #1: Pretend **10** → **3**
#2: Yeah **0** → **END**

Email #3: RE: Pretend

REQ: AFF LV=800

- #1: Hair **10** → **4**
#2: Subway **0** → **END**

Email #4: RE: Hair

REQ: AFF LV=825

- #1: Age **10** → **5**
#2: ... **0** → **END**

Email #5: RE: Age

REQ: AFF LV=850

END



001011101001001010101010101000111010101010101001010100101

ADDITIONAL ELEMENTS

RACHEL

Email #1: Savings
REQ: AFF LV=750

- #1: B-day Money 10 → 2
#2: Save Money 10 → END

Email #2: RE: B-day Money
REQ: AFF LV=800

- #1: No Problem 10 → 3
#2: Really 10 → END

Email #3: RE: No
Problem

- REQ: AFF LV=825
#1: Heh heh 10 → 4
#2: Uh-huh 10 → END

Email #4: RE: Heh heh
REQ: AFF LV=850

END



NUKE USAGIMARU

Email #1: Canned Foods
REQ: AFF LV=750

- #1: Yeah 10 → 1
#2: That's true 10 → END

Email #2: RE: Yeah
REQ: AFF LV=800

- #1: You're right 10 → 3
#2: Yeah 10 → END

Email #3: RE: You're
right

- REQ: AFF LV=825
#1: Uh... 10 → 4
#2: Sounds tasty 10 → END

Email #4: RE: Uh...
REQ: AFF LV=850

END



MARLO

Email #1: Weirdness
REQ: AFF LV=750

- #1: That's true 10 → 2
#2: You're right 10 → END

Email #2: RE: That's true
REQ: AFF LV=800

- #1: Jaded 10 → END
#2: I know 10 → 3

Email #3: RE: I know
REQ: AFF LV=825

- #1: Sorry 10 → 4
#2: You!! 10 → END

Email #4: RE: Sorry
REQ: AFF LV=850

END



MOONSTONE

Email #1: The pup...
REQ: AFF LV=750

- #1: What is it? 10 → 2
#2: ? 10 → END

Email #2: RE: What is it?
REQ: AFF LV=800

- #1: Raining 10 → 3
#2: Slept in 10 → END

Email #3: RE:
Raining

- REQ: AFF LV=825
#1: Don't worry 10 → 4
#2: You ate it? 10 → END

Email #4: RE: Don't Worry
REQ: AFF LV=850

END



WISEMAN

Email #1: Lima Beans
REQ: AFF LV=750

- #1: My Friend 10 → 3
#2: That's not good 10 → 2

Email #2: RE: That's not good
REQ: AFF LV=775

- #1: My Friend 10 → 3
#2: Well 0 → END

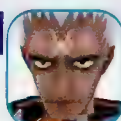
Email #3: RE: My Friend
REQ: AFF LV=800

- #1: Food 10 → 4
#2: Carrots 0 → END

Email #4: RE: Food
REQ: AFF LV=825

- #1: School Lunch 0 → END
#2: Corn 10 → 5

Email #5: RE: Corn
REQ: AFF LV=850
END



BALMUNG

Email #1: Question
REQ: AFF LV=750

- #1: Honestly 10 → 3
#2: As a Friend 10 → 2

Email #2: RE: As a Friend
REQ: AFF LV=775

- #1: Honestly 10 → 3
#2: Sorry 0 → END

Email #3: RE: Honestly
REQ: AFF LV=800

- #1: It's hard 10 → 4
#2: I'm not good 0 → END

Email #4: RE: It's hard
REQ: AFF LV=825

- #1: Understand 10 → 5
#2: But 0 → END

Email #5: RE: Understand
REQ: AFF LV= 850
END



TERAJIMA RYOKO

Email #1: I'm sure you know
REQ: AFF LV=750

- #1: Picky about rice 10 → END
#2: Not bit 10 → 2

Email #2: RE: Not bit
REQ: AFF LV=800

- #1: Not right 10 → END
#2: Is he? 10 → 3

Email #3: RE: Is he?
REQ: AFF LV=825

- #1: Don't worry 10 → 4
#2: ... 10 → END

Email #4: RE: Don't worry
REQ: AFF LV=850
END



TRADE LIST

One of the best ways to get powerful equipment early on in the game is to trade with the NPCs in the Root Towns. To begin trading, speak to a wandering character, then select the "Trade" option from the menu that appears.

After selecting the item you wish to obtain, you can scroll along your own tradable items to the right of the screen. You can select up to three different items from this list, and up to 99 copies of each item.

As your character offers items in trade, the four stars at the top center of the screen begin to fill. The happier the other character is with the offered deal, the more stars fill in. When all four stars are yellow, confirm and complete the trade.

The table that follows lists the Trade Rates for the various types of characters that participate in trading. Look up the character you wish to trade with by class, then scan over to see what his or her rating is for the item you want to offer. The higher the score, the more that character will welcome a trade.

CLASS IS THE KEY

Pay attention to your trading partner's character class. Characters tend to like items that are usable by or geared toward their class more than other items. Even some of those of higher level. For instance when trading with a Wavemaster, you get more trading value out of a level 12 Wavemaster's wand than a level 15 Heavy Blade weapon. Use this to your advantage whenever possible.

		POTIONS	SCROLLS	BOOKS	SPECIAL TREASURE	LIGHT EQUIPMENT	MEDIUM EQUIPMENT	HEAVY EQUIPMENT	TWIN BLADES	SWORDS	2H BLADES/ KATANA	AXES	SPEARS	RODS
	ITEMS													
Twin Blade	1	0.9	1.3	0.7	1	1	1.3	0.7	1.3	0.7	0.7	0.7	0.7	0.7
Blademaster	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	1.3	0.7	0.7	0.7	0.7
Heavy Blade	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Heavy Axeman	1	0.9	1	0.7	1	0.9	1	1.3	0.7	0.7	0.7	1.3	0.7	0.7
Long Arm	1	0.9	1	0.7	1	1	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Wavemaster	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
BlackRose*	1	1	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Noble Grunty	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Iron Grunty	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Poison Grunty	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Bony Grunty	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Snakey Grunty	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Aqua Grunty	1	0.9	1.3	0.7	1	1	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Milky Grunty	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Rocker Grunty	1	0.9	1.3	0.7	1	1	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Woody Grunty	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3

* BlackRose is Kite's best and oldest friend in The World, has special Trade Rate stats. These stats also apply to the NPC Mimaru.

NEVER ENDING SUPPLIES

Those items marked with an * (asterisk) are automatically replenished and can be traded for numerous times throughout the game.

KITE'S FRIENDS

While grouped with his friends, Kite can speak to them and trade as with any other PC. This can be handy if you are in the middle of a Dungeon and the particular character has an item for trade that you need and forgot to bring.

Just remember that while trading with your friends can net you some useful items, giving your party members presents with no strings attached is what makes them really like you. Giving them items such as Antidotes or Resurrections can even benefit you in a fight to boot. So balance your trading and gifting when dealing with your friends.

NAME TRADE ITEMS

Balmung	Speed Charm*, Beast's Bane*, Sorcery Swords, War God Guard, Plasma Axe
BlackRose	Speed Charm*, Beast's Bane*, Fortune Wire* x10, Holy Sap x3, Sports Drink x3, Cooked Bile x3
Elk	Speed Charm*, Knight's Bane*, Fallen Pope, Demon Mail, Hades Gloves, Ultra Solleret, Secret: Sage, Secret: Dreams
Gardenia	Speed Charm*, Beast's Bane*, Health Charm*, Black Chapter, Cygnus Rod
Helba*	Speed Charm* x10, Beast's Bane* x10, Sublimer, Eternity, Tsumugari, Missing Axe, Ultimate Spear, Darklore
Marlo	Speed Charm*, Beast's Bane*, Hag's Wand, Shock Axe, Raven Crest, Wood Sprite
Mia*	Speed Charm* x10, Beast's Bane* x10, The Lovers* x10, The Moon* x10, The Hanged Man* x10, Sealore
Mistral	Speed Charm*, Knight's Bane*, Fairy's Orb* x5, Crazy Axe, Plasma Lance, Sword of Gain, Phantom Pain, Miracle Twin
Moonstone	Speed Charm*, Beast's Bane*, Ebony Greaves, Night Solleret, Ebony Leg Mail
Natsume	Speed Charm*, Beast's Bane*, Dark Dragon, Dark Beast, Midnight Hands
Nuke Usagimaru	Speed Charm*, Beast's Bane*, Scarlet Cross, Vajra, Brute's Axe
Orca*	Speed Charm* x10, Beast's Bane* x10, Golden Crown, Shadow Robes, Staff of Truth, Earthlore
Piros	Speed Charm*, Beast's Bane*, Grunt Doll, Yellow Candy, Burning Brand, Stun Rod
Rachel	Speed Charm*, Beast's Bane*, Saburo, Grim Sword, Primal Spear, Rat Crest, Thunder Robes, Hunting Guard, Oaken Solleret
Sanjuro	Speed Charm*, Beast's Bane*, Kaiser Glaive, Negation Wand, Absolute Zero, Jungle Rage
Sora*	Speed Charm* x10, Beast's Bane* x10, Stonecall, Aquacall, Infernocall, Greencall, Thundercall, Nightcall, Secret: Thief
Subaru*	Speed Charm* x10, Beast's Bane* x10, Health Charm x5, Soul Charm x5, Tiger King, Jormungand, The Sun Fang, Secret: Awaken, Book of Ideals
Terajima, Ryoko	Speed Charm*, Beast's Bane*, Noble Wine, Feng Shui, Water Magic, Fire Magic
Tsukasa*	Speed Charm* x10, Knight's Bane* x10, Usurper Helm, Omega Guard, Demon's Hands, Ultra Leg Mail, Secret: Reason, Book of Ideas
Wiseman	Speed Charm*, Knight's Bane*, Well Water x6, Pure Water x6, Burning Oil x6, Holy Sap x6, Sports Drink x6, Cooked Bile x6

NEW TEAM MEMBERS APPEAR AFTER CLEARING THE GAME

Mia, Elk, Orca, Helba, Tsukasa, Saburo, and Sora all become playable characters once you complete the game and fulfill a couple of requirements (see *Secrets* for more details). Since you can trade with them, their information is listed in the previous table.

NAME CLASS TRADE ITEMS

A-20	Twin Blade	Health Drink*, Healing Potion*, Recovery Drink*, Healing Elixir*, Stormlore, Gale Breath*, Leafblight*
A-Kichi	Wavemaster	Beast Blood*, Plasma Gale*, Dragon and Tiger, Vajra, Thunder Robes, Giraffe Hood
Acerola	Long Arm	Resurrect*, The Death*, Kiki and Lala, Shock Axe, Dark Beast, Night Solleret
Alpha Ichigoro	Long Arm	Green Gale*, Health Charm*, Gold Sword, Dharma Wand, Ebony Leg Mail, Jet Gloves
Alue	Wavemaster	Inferno Strike*, Nightbane*, Shichiyuu, Wand of Truth, Storm Leg Mail, Shield Gloves
Bear	Blademaster	Warrior's Bane* x10, Knight's Bane* x10, Hunter's Bane* x10, Hermit's Bane* x10, Beast's Bane* x10, Wizard's Bane* x10, Secret: Rigid
Bell	Twin Blade	Fireball Storm*, Treebane*, Godslayer, Dharma Wand, Night Solleret, Ebony Leg Mail
Benkei	Heavy Axeman	Warrior Blood*, Plasma Storm*, Kurenai, Kikusenmonji, Spirit Dragon, Spirit Hauberk
BIG	Blademaster	Ice Floe*, Knight's Bane*, Kurenai, Kaiser Glaive, Sprite Hands, Cave Bear Hood
Borscht	Blademaster	Warrior Blood*, The Hanged Man*, Kurenai, Black Axe, Hunting Guard, Spirit Hauberk
Cima	Long Arm	Cygnus*, Hermit's Bane*, Twin Mizuchi, Awful Spear, Mignight Hands, Night Ape Hood
Cleama	Long Arm	Wizard Blood*, Nightblight*, Kiki and Lala, Grim Sword, Magus Robes, Night Ape Hood
Cossack Leader	Wavemaster	Hellstorm*, Lightbane*, Needleblade, Negation Wand, Oaken Leg Mail, Sonic Gloves
Crest	Heavy Axeman	Permafrost*, Wizard's Bane*, Dragon and Tiger, Hag's Wand, Storm Greaves, Storm Hauberk
Crim	Long Arm	Vibrant Blade, Brute's Axe, Shock Axe, Black Axe, Plasma Axe, Miracle Axe, Firelore
Grid	Long Arm	Healing Potion*, Dark Night*, Kurenai, Burning Brand, Spirit Hauberk, Owl Crest
Gyokuro	Wavemaster	Antidote*, Nightfear*, Black Chapter, Vibrant Blade, Tree Beast, Oaken Solleret
Hayate	Twin Blade	Knight Blood*, Ion Strike*, Saburo, Earthbreaker, Thunder Dragon, Storm Solleret
Heavy	Wavemaster	Divine Cross*, Lightning Bolt*, Kiki and Lala, Grim Sword, Night Ape Hood, Dark Beast
Henako	Blademaster	Wizard Blood*, Warrior's Bane*, Kiki and Lala, Thunder Spear, Jet Gloves, Ebony Greaves
Hinata	Blademaster	Hermit Blood*, Thunderbolt*, Black Chapter, Sun Fang Zero, Airy Robes, Cave Bear Hood
Hirami	Blademaster	Beast Blood*, The Devil*, Dragon and Tiger, Forest Spear, Shield Gloves, Storm Greaves, Demon Lance
Kazu*	Wavemaster	Soul Charm*, Artisan's Soul*, Oni's Fork, Excalibur, Thunderlord, Asura, Forestlore
Koji	Wavemaster	Absolute Zero*, Beast's Bane*, Black Chapter, Burning Brand, Oaken Greaves, Spirit Hauberk
M-78	Blademaster	Knight Blood*, The Lovers*, Saburo, Plasma Axe, Ion Guard, Storm Hauberk
Macky	Wavemaster	Soul Charm*, Artisan's Soul*, Saburo, Earthbreaker, Rat Crest, Shield Gloves

NAME CLASS TRADE ITEMS

Mayunosuke	Heavy Blade	Fire Tempest*, Stonebane*, Kiki and Lala, Stun Rod, Ebony Greaves, Ebony Leg Mail
Mimiru	Heavy Blade	Stonebane*, Waterbane*, Firebane*, Treebane*, Lightbane*, Nightbane*, Secret: Might
Mutsuki	Blademaster	Meteor Swarm*, Waterbane*, Honor's Breath, Negation Wand, Oaken Solleret, Oaken Leg Mail, Cats Blades
Neja	Twin Blade	Hale Cross*, Forest of Fear*, Dragon and Tiger, Vajira, Giraffe Hood, Thunder Beast
Nekoski	Heavy Axeman	Healing Elixir*, Chaos Spell*, Twin Mizuchi, Stun Rod, Ebony Hauberk, Raven Crest
Nijukata	Heavy Blade	Hermit Blood*, The Fool*, Black Chapter, Volcanic Spear, Sonic Gloves, Oaken Greaves
NOVA	Heavy Blade	Speed Charm*, Emperor's Soul*, Twin Mizuchi, Nightingale, Raven Crest, Jet Gloves
Oborozukiyo	Twin Blade	Flame Blast*, Firebane*, Scarlet Cross, Wand of Truth, Storm Solleret, Storm Leg Mail
Osugi	Blademaster	Restorative*, Nightshade*, Dragon and Tiger, Brute's Axe, Thunder Beast, Storm Solleret
Quess	Wavemaster	Healing Potion*, Dark Traitor*, Saburo, Hag's Wand, Storm Hauberk, Rat Crest
Sachiko	Wavemaster	Light Cross*, Noble Wine*, Black Chapter, Sun Fang Zero, Cave Bear Hood, Tree Beast
Sieg*	Heavy Blade	Divine Cross*, Lightning Bolt*, Uber Guard, Denial Greaves, Tsumugari, Missing Axe, Secret: Divine
Task	Long Arm	Hunter Blood*, Raging Plasma*, Twin Mizuchi, Nightingale, Dark Dragon, Night Solleret
Wing	Blademaster	Health Charm*, Mage's Soul*, Kurenai, Kikusenmonji, Owl Crest, Sonic Gloves
Yuckey	Wavemaster	Hunter Blood*, The Moon*, Twin Mizuchi, Miracle Axe, Shadow Guard, Ebony Hauberk
Yuji	Blademaster	Ice Strike*, Hunter's Bane*, Saburo, Golden Dragon, Electric Hands, Giraffe Hood

NON-PLAYER CHARACTERS

These are the characters that wander each Root Town. Different characters populate a Root Town each time you leave the area and return. These characters can also move freely between servers. When trading with these people, look out for the random 7th item. You never know what you might find each time you talk to one.

NEW TRADERS ON THE BLOCK

Once you complete the game, two new NPCs start roaming the various Root Towns: Sieg, Balmung's rival and Blackrose's brother, Kazu. Look for them! They have wares worth trading for.

NAME TRADE ITEMS

Aqua Grunty	Cave Bear Hood, Airy Robes, Fire Hands, Blaze Solleret, Aromatic Grass, Golden Grunty
Bony Grunty	Devil Helm, Armor of Hell, Geist Ring, The Hanged Man, Aromatic Grass, Golden Grunty
Iron Grunty	Midnight Helm, Stormlord Helm, Forester Helm, Light Giver, Aromatic Grass
Milky Grunty	Stonecall*, Fire Dragon, Noble Wine*, Sea Greaves, Frost Hauberk, Silver Grunty
Noble Grunty	Rainbow Card*, Yellow Candy*, Silver Scarab*, Nomad's Hood, Leather Armor, Leather Gloves,
Poison Grunty	Fire Tempest, Stonebane*, Spiral Wand, Patriot, Handyman's Axe
Rocker Grunty	Infernocal*, Thundercall*, Angel Chain, Celestial Robe, War God Guard, Rock'n Roll, Golden Grunty
Snakey Grunty	Summon Earth*, Summon Water*, Summon Fire*, Summon Wood*, Summon Thunder*, Summon Night*, Silver Grunty
Woody Grunty	Greencall*, Aquacall*, Noble Wine*, Ishtar Wand, Forest Spear, Silver Grunty

GRUNTIES

Adult Grunties also have the ability to trade items with you. In fact, they possess some of the best in the game! Trade with the Grunty directly after raising it to adulthood if you like; afterward, you can find each Grunty in a specific location in the Root Town where it was raised. Check *Raising a Grunty* for more details on the care of Grunties and their post-adulthood locations.

Special Trades

A few of the PCs wandering the town can offer three special trades for some of the special element-affinity items found in a Dungeon's breakable objects. These items are often some of the best in the game, and do not replenish. Try to save the special items to trade for them as much as possible!

NAME	TRADE ITEM	REQUIRED OFFER	TRADE ITEM	REQUIRED OFFER	TRADE ITEM	REQUIRED OFFER
Alicia	Blade's Chain	Well Water x6	War God Guard	Well Water x6	Cats Hat	3-Floor Tower
Annri	Celestial Robe	Holy Sap x12	Magus Solleret	Holy Sap x12	Super Wufei	Chinese Food
Benoit	Able Lamellar	Sports Drink x12	Alien Leg Mail	Sports Drink x12	Yoshida (26)	Boxed Lunch
Cyan	Angel Chain	Well Water x12	Divine Gloves	Well Water x12	Gimme Life	Rouge Fragment
Flare	Master's Hands	6 Burning Oil	Mercenary Mask	6 Burning Oil	Cats Gloves	1 Magnolia Miso
Fool	Alert Greaves	Holy Sap x6	Sublime Stole	Holy Sap x6	Cats Boots	Scent of Gero
John	Ragaraja Mail	Cooked Bile x12	Sacred Guard	Cooked Bile x12	Denial Greaves	Cooked Bile x12, Sports Drink x6
Jutah	Angel Helm	Burning Oil x12	Greaves of Awe	12 Burning Oil	Silent Bomber	Christmas Card
Micino	Honokagetuchi	Golden Axe x10	Spear of Curse	Golden Axe x10	Trickster	Golden Axe x10
Panta	Angel's Cap	Pure Water x12	Divine Hands	Pure Water x12	Key Axe	Ice Bar
Stare	Bladed Gloves	Pure Water x6	Matador Hood	Pure Water x6	Cats Mail	Doll Amulet
Teria	Guard Solleret	Sports Drink x6	Killer Hauberk	Sports Drink x6	Thunder Dad	Maiden's Plot
Tim	Diablo Blades	Silver Axe x10	Malice's Axe	Silver Axe x10	Witch's Stick	Silver Axe x10
Waffle	Lone Leg Mail	Cooked Bile x6	Paladin's Mail	Cooked Bile x6	Dreams of Yore	Field's Deed

BOOKS OF RYU

The Books of Ryu act as both records of various statistics throughout your .hack experience, and as the place to receive various modifications for your Desktop.

You receive the Books of Ryu through the use of Data Drain and its related skills. There are eight volumes, each covering a different aspect of the games. If you've played previous volumes and converted your Save Data you should already have these books, and know how to use them. Goals marked in bold text are new to volume four, although you can still meet goals from previous games if you haven't yet fulfilled them. Prizes awarded alternate between new Images, Background music, and Movies, although you can only view the Movies after completion of the game.

OFF AND RUNNING

If you're a returning player, check the Books of Ryu as soon as you can. Often many of the goals have already been met before starting your previous game, allowing you to get a head start on meeting this game's requirements.

RYU BOOK I



Chronicles the total number of areas and total play time.

PLAY TIME
Over 5:00:00 Total Play Time
Over 10:00:00 Total Play Time
Over 15:00:00 Total Play Time
Over 20:00:00 Total Play Time
Over 25:00:00 Total Play Time
Over 30:00:00 Total Play Time
Over 35:00:00 Total Play Time
Over 40:00:00 Total Play Time
Over 45:00:00 Total Play Time
Over 50:00:00 Total Play Time
Over 60:00:00 Total Play Time

AREAS VISITED
Over 10 Areas Visited
Over 20 Areas Visited
Over 30 Areas Visited
Over 40 Areas Visited
Over 50 Areas Visited
Over 60 Areas Visited
Over 70 Areas Visited
Over 80 Areas Visited
Over 90 Areas Visited
Over 100 Areas Visited
Over 110 Areas Visited
Over 120 Areas Visited
Over 130 Areas Visited
Over 140 Areas Visited
Over 150 Areas Visited
Over 160 Areas Visited
Over 170 Areas Visited
Over 180 Areas Visited
Over 190 Areas Visited
Over 200 Areas Visited
Over 210 Areas Visited

RYU BOOK II



Chronicles the total number of magic portals in the field and dungeons.

MAGIC PORTALS OPENED
Over 50 Magic Portals Opened
Over 100 Magic Portals Opened
Over 150 Magic Portals Opened
Over 200 Magic Portals Opened
Over 300 Magic Portals Opened
Over 400 Magic Portals Opened
Over 450 Magic Portals Opened
Over 500 Magic Portals Opened
Over 550 Magic Portals Opened
Over 600 Magic Portals Opened
Over 700 Magic Portals Opened
Over 800 Magic Portals Opened
Over 900 Magic Portals Opened
Over 1000 Magic Portals Opened
Over 1100 Magic Portals Opened
Over 1200 Magic Portals Opened
Over 1400 Magic Portals Opened
Over 1500 Magic Portals Opened
Over 1600 Magic Portals Opened
Over 1700 Magic Portals Opened

FIELDS CLEARED OF MAGIC PORTALS
Over 5 Fields Cleared of All Magic Portals
Over 10 Fields Cleared of All Magic Portals
Over 15 Fields Cleared of All Magic Portals
Over 20 Fields Cleared of All Magic Portals
Over 25 Fields Cleared of All Magic Portals
Over 30 Fields Cleared of All Magic Portals
Over 35 Fields Cleared of All Magic Portals
Over 40 Fields Cleared of All Magic Portals

FINDING THE FIELD PORTALS

Remember to use Fairy Orbs in the Field to display all Field Portals. The Overall map view is indispensable to tracking down the last few Portals that you've missed. Don't forget that you can also use some of your Grunties in most servers to take you directly to unopened Field Portals.

DUNGEONS CLEARED OF MAGIC PORTALS

Over 10 Dungeons Cleared of All Magic Portals	Over 45 Dungeons Cleared of All Magic Portals
Over 15 Dungeons Cleared of All Magic Portals	Over 55 Dungeons Cleared of All Magic Portals
Over 25 Dungeons Cleared of All Magic Portals	Over 65 Fields Cleared of All Magic Portals
Over 35 Dungeons Cleared of All Magic Portals	Over 75 Fields Cleared of All Magic Portals

RYU BOOK III



Chronicles the names of players
Kite has met.

PLAYER NAMES

Over 20 Names Registered
Over 30 Names Registered
Over 40 Names Registered
Over 50 Names Registered
Over 60 Names Registered
All Names Registered

TRADES

Over 5 Trades	Over 35 Trades
Over 10 Trades	Over 40 Trades
Over 15 Trades	Over 45 Trades
Over 20 Trades	Over 50 Trades
Over 25 Trades	
Over 30 Trades	

RYU BOOK IV



Chronicles the names of mon-
sters Kite has fought.

MONSTERS ENCOUNTERED

Over 40 Monsters on the List
Over 80 Monsters on the List
Over 120 Monsters on the List
Over 160 Monsters on the List
Over 200 Monsters on the List
Over 240 Monsters on the List
Over 280 Monsters on the List
All Monsters on the List

CORRALLING
THE MONSTERS

Not every monster can be found just through exploring the main areas of the storyline. You may need to wander through extra areas created on your own to meet their requirements, but for a better idea of just where to go for the last few monsters, check the Bestiary. Various monsters not found in your normal travels have hints to help you track them down and add them to your list.

RYU BOOK V



Chronicles about Kite's friends

GIFT AMOUNT

Over 20,000 GP in Gifts	Over 200,000 GP in Gifts
Over 50,000 GP in Gifts	Over 250,000 GP in Gifts
Over 80,000 GP in Gifts	Over 300,000 GP in Gifts
Over 120,000 GP in Gifts	Over 350,000 GP in Gifts
Over 150,000 GP in Gifts	

RYU BOOK VI



Chronicles about Gott Statues,
treasures, boxes, casks, jars,
and bones.

TREASURE BOXES

Over 50 Treasure Boxes Opened	Over 900 Treasure Boxes Opened
Over 150 Treasure Boxes Opened	Over 1000 Treasure Boxes Opened
Over 300 Treasure Boxes Opened	Over 1100 Treasure Boxes Opened
Over 400 Treasure Boxes Opened	Over 1200 Treasure Boxes Opened
Over 500 Treasure Boxes Opened	Over 1300 Treasure Boxes Opened
Over 600 Treasure Boxes Opened	Over 1400 Treasure Boxes Opened
Over 700 Treasure Boxes Opened	Over 1500 Treasure Boxes Opened
Over 800 Treasure Boxes Opened	

BOXES, CASKS, JARS, AND BONES DESTROYED

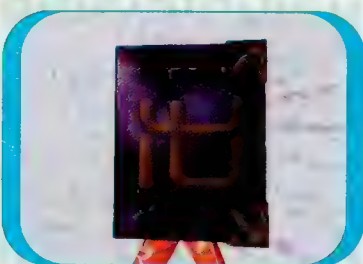
Over 50 Boxes, Casks, Jars, and Bones Destroyed
Over 100 Boxes, Casks, Jars, and Bones Destroyed
Over 200 Boxes, Casks, Jars, and Bones Destroyed
Over 300 Boxes, Casks, Jars, and Bones Destroyed
Over 400 Boxes, Casks, Jars, and Bones Destroyed
Over 500 Boxes, Casks, Jars, and Bones Destroyed
Over 600 Boxes, Casks, Jars, and Bones Destroyed
Over 700 Boxes, Casks, Jars, and Bones Destroyed

Over 800 Boxes, Casks, Jars, and Bones Destroyed
Over 900 Boxes, Casks, Jars, and Bones Destroyed
Over 1000 Boxes, Casks, Jars, and Bones Destroyed
Over 1100 Boxes, Casks, Jars, and Bones Destroyed
Over 1200 Boxes, Casks, Jars, and Bones Destroyed
Over 1300 Boxes, Casks, Jars, and Bones Destroyed
Over 1400 Boxes, Casks, Jars, and Bones Destroyed

PLAY TIME

Over 5 Gott Statue Treasures Opened
Over 15 Gott Statue Treasures Opened
Over 25 Gott Statue Treasures Opened
Over 35 Gott Statue Treasures Opened
Over 45 Gott Statue Treasures Opened
Over 55 Gott Statue Treasures Opened
Over 65 Gott Statue Treasures Opened
Over 75 Gott Statue Treasures Opened
Over 85 Gott Statue Treasures Opened

RYU BOOK VII



Chronicles about Spring of Myst and Symbols.

SYMBOLS ACTIVATED

Over 5 Symbols Activated
Over 10 Symbols Activated
Over 20 Symbols Activated
Over 30 Symbols Activated
Over 40 Symbols Activated
Over 50 Symbols Activated
Over 60 Symbols Activated
Over 70 Symbols Activated
Over 80 Symbols Activated
Over 90 Symbols Activated
Over 100 Symbols Activated
Over 110 Symbols Activated
Over 120 Symbols Activated
Over 130 Symbols Activated
Over 140 Symbols Activated

ENCOUNTERS WITH MONSIEUR

Over 5 Encounters with Monsieur
Over 10 Encounters with Monsieur
Over 15 Encounters with Monsieur
Over 20 Encounters with Monsieur
Over 25 Encounters with Monsieur
Over 30 Encounters with Monsieur
Over 40 Encounters with Monsieur
Over 45 Encounters with Monsieur
Over 50 Encounters with Monsieur
Over 55 Encounters with Monsieur

ENCOUNTERS WITH GRANDPA

Over 5 Encounters with Grandpa
Over 10 Encounters with Grandpa
Over 15 Encounters with Grandpa
Over 20 Encounters with Grandpa
Over 25 Encounters with Grandpa
Over 30 Encounters with Grandpa
Over 40 Encounters with Grandpa
Over 45 Encounters with Grandpa
Over 50 Encounters with Grandpa
Over 55 Encounters with Grandpa

THE ELUSIVE SPIRITS

The Springs of Myst requirements are often some of the tougher ones to meet since just the Fields in the main Dungeon don't provide enough Springs to satisfy these requirements. To find enough to complete the Books of Ryu, explore other areas on your own and concentrate on the specific Field types that house the Springs. Try the "Aqua Field" third Keyword fragment with various combinations to have a good chance of finding extra Springs.

RYU BOOK VIII



Chronicles about Grunties and Food for Grunties

GRUNTIES LIST

Raised all types of Grunties .

GRUNTIES FOOD

All Grunties Food Varieties Obtained
Over 50 Grunties Food Obtained
Over 70 Grunties Food Obtained
Over 90 Grunties Food Obtained
Over 110 Grunties Food Obtained
Over 130 Grunties Food Obtained
Over 150 Grunties Food Obtained
Over 170 Grunties Food Obtained
Over 190 Grunties Food Obtained
Over 210 Grunties Food Obtained
Over 230 Grunties Food Obtained

BESTIARY

This chapter provides a detailed listing of every monster in the game along with its vital information, the skills it uses, and the items that can be obtained by Data Draining it. The main portion of this section deals with the monsters fought in the field and dungeons; it's also important to note that the enemies are listed *by level* for easier reference. To prevent confusion, Drained Monsters, Goblins, and bosses appear separately.

Species	Family of monster to which the creature belongs.
Level	Monster's level.
Size	The size of the enemy dictates which Virus Cores can be obtained by Data Draining it. Small (S) creatures yield Virus Core A, medium (M) creatures yield Virus Core B, and large (L) creatures can yield a Virus Core C.
DD Type	Name of Drained Monster that appears after Data Drain is performed.
HP/SP/PP	The monster's Hit Points (HP), Skill Points (SP), and Protect Points (PP). The monster can be Data Drained when reduced to an HP equaling the PP.
Elm.	The Element attributed to the monster. There are six of them: E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness)
Tol.	The monster's attack tolerance. There are 8 types: E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness), PA (Physical Attack), and MA (Magical Attack). Remember, a monster will not always be resistant to elemental attacks matching his own attribute.
M/B Res.	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm, and Magical Ability Down) and the body (Poison, Paralysis, Speed Down, Physical Ability Down, and Attribute Down).
P/M	The enemy's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc), and Evade (Evd) ratings.
Element	The enemy's ratings for E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness).
Skills	The Skills used by the monster.
Data Drain Items	Items received by Data Draining the creature.
Location	Area where you can be sure to encounter the desired monster. Those marked with an "*" indicate that the monster is only found in Random Keyword areas like the one suggested.

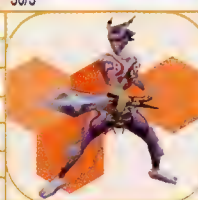
Don't Forget...

As noted earlier, the enemies are listed by level. This provides a much easier reference tool to find particular enemies of the same level.

Drained Monsters

This section provides all the necessary information on the creatures that the larger monsters become after a successful Data Drain. With the exception of the laser-shooting Astro Prince, all of these creatures can be killed with a single slash of a blade—provided you can catch them. Drained monsters cannot be Data Drained again, nor do they yield items or Treasures upon being killed.

RAZINE				Species: Warrior (M)
LV 0	SIZE S	HP/SP	50/5	
M/B RES.	1/1			
P/M ATK.	2.5/0.5			
P/M DEF	2.0/0.5			
P/M ACC	2.0/1.0			
P/M EVD	10/0.1			
E 0	W 0	F 0		
L 0	T 0.5	D 0		



POROLIN				Species: Warrior (F)
LV 0	SIZE S	HP/SP	50/5	
M/B RES.	1/1			
P/M ATK.	2.5/0.5			
P/M DEF	2.0/0.5			
P/M ACC	2.0/1.0			
P/M EVD	10/0.1			
E 0	W 0	F 0		
L 0.2	T 0	D 0		



LONG LIVED				Species: Magic-User (M)
LV 0	SIZE S	HP/SP	50/5	
M/B RES.	1/1			
P/M ATK.	0.5/1.0			
P/M DEF	1.0/15			
P/M ACC	1.0/2.0			
P/M EVD	10/30			
E 0	W 0	F 0		
L 0	T 0	D 0		




FLAMEH Species: Mage (F)

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	0.5/1.0		
P/M DEF.	1.0/15		
P/M ACC.	1.0/2.0		
P/M EVD.	10/30		
E 0	W 0	F 0	
L 0	T 0	D 0	




KAKAENDER Species: Alien

LV 0	SIZE S	HP/SP	50/5
M/B RES.	100/100		
P/M ATK.	2.5/0.5		
P/M DEF.	15/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0.2	W 0	F 0	
L 0	T 0	D 0	



PIPPY Species: Bird

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0.2	T 0	D 0	



MONKEY CRAB Species: Crab

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	15/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0	T 0	D 0	




BAT Species: Demon

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/1.0		
P/M DEF.	2.0/15		
P/M ACC.	2.0/2.0		
P/M EVD.	10/30		
E 0	W 0	F 0	
L 0	T 0	D 0.2	




MOAI Species: Earth Element

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	15/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0.2	W 0	F 0	
L 0	T 0	D 0	



MINNOW Species: Fish

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0.2	F 0	
L 0	T 0	D 0	



OSEMLIN Species: Goblin

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0.2	W 0	F 0	
L 0	T 0	D 0	




LITTLE DOBBIE Species: Hound

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0	F 0.2	
L 0	T 0	D 0	



WIGGLE SNAKE Species: Snake

LV 0	SIZE S	HP/SP	50/5
M/B RES.	100/100		
P/M ATK.	2.5/1.0		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/2.0		
P/M EVD.	10/30		
E 0	W 0	F 0	
L 0	T 0.2	D 0	




LIMP KNIFE Species: Knife

LV 0	SIZE S	HP/SP	50/5
M/B RES.	4/4		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0	T 0	D 0	




DRAGON PUPPY Species: Lizard

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/1.0		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/2.0		
P/M EVD.	100/1		
E 0	W 0	F 0.2	
L 0	T 0	D 0	



TWINKLE GRASS Species: Plant

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/0.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/1.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0.2	T 0	D 0	



CHARMER Species: Snake

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/1.0		
P/M DEF.	2.0/15		
P/M ACC.	2.0/2.0		
P/M EVD.	10/30		
E 0.2	W 0	F 0	
L 0	T 0	D 0	




FAKE MONEY Species: Mine

LV 0	SIZE S	HP/SP	50/5
M/B RES.	100/100		
P/M ATK.	2.5/0.5		
P/M DEF.	15/1.0		
P/M ACC.	2.0/1.0		
P/M EVD.	10/30		
E 0	W 0	F 0	
L 0	T 0	D 0	




DEATH HEAD Species: Undead

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/2.5		
P/M DEF.	2.0/1.0		
P/M ACC.	2.0/2.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0	T 0	D 0.2	



WIDDLY Species: Insect

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/1.5		
P/M DEF.	2.0/0.5		
P/M ACC.	2.0/2.0		
P/M EVD.	100/1		
E 0	W 0	F 0	
L 0	T 0	D 0	



ODORI Species: Ghost

LV 0	SIZE S	HP/SP	50/5
M/B RES.	1/1		
P/M ATK.	2.5/1.0		
P/M DEF.	15/1.0		
P/M ACC.	2.0/2.0		
P/M EVD.	10/20		
E 0	W 0	F 0	
L 0	T 0	D 0	



ASTRO PRINCE Species: Alien


LV 0	SIZE S	HP/SP	1000/5
M/B RES.	1.1		
P/M ATK.	30/1.0		
P/M DEF.	120/60		
P/M ACC.	100/2.0		
P/M EVD.	20/30		
E 5.0	W 5.0	F 5.0	
L 5.0	T 5.0	D 5.0	



Standard Enemies from .HACK Vol.1 and Vol.2

This time around, the main bestiary has been divided into two parts based on which volume of the game the monsters appear. First up are the monsters from Vol.1 and Vol.2. The entries for these monsters have been stripped down to include only the most important information. At this stage in the game, the only time you should confront one of these monsters is when you are searching for items to complete your list for the Item Complete Contest at the end of the game.

GOBLIN		Species: Goblin
LV 1	SIZE S DD TYPE	Gremlin
HP/SP/PP 50/15/16		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Steel Blades, Leather Gloves		
LOCATION		
Δ Bursting Passed Over Aqua Field		



SWORDBRANDID		Species: Gremlin
LV 2	SIZE S DD TYPE	Razine
HP/SP/PP 60/25/32		
ELM. T	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Phantom Blades, Head Gear		
LOCATION		
Δ Expansive Haunted Sea of Sand		




MAGICAL GOBLIN		Species: Goblin
LV 3	SIZE S DD TYPE	Gremlin
HP/SP/PP 70/35/28		
ELM. F	TOL. F	
DATA DRAIN ITEMS		
Virus Core A, Steel Blades, Leather Gloves		
LOCATION		
Δ Discovered Primitive Touchstone		



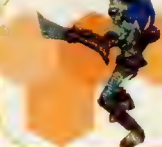
HEADHUNTER		Species: Undead
LV 5	SIZE M DD TYPE	Death Head
HP/SP/PP 250/80/170		
ELM. D	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Fire Spear, Ceramic Anklet		
LOCATION		
Δ Indiscreet Gluttonous Pilgrimage		




SWORD OF CHAOS		Species: Knife
LV 6	SIZE S DD TYPE	Limp Knife
HP/SP/PP 110/65/58		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Fire Spear, Gakaku		
LOCATION		
Δ Discovered Primitive Touchstone		




MADLY HIDDEN		Species: Gremlin
LV 7	SIZE S DD TYPE	Porolin
HP/SP/PP 110/75/62		
ELM. L	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Strange Blade, Grand Armor		
LOCATION		
Δ Closed Oblivious Twin Hills		



DISCO KNIFE		Species: Knife
LV 1	SIZE S DD TYPE	Limp Blade
HP/SP/PP 60/25/26		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Steel Spear, Rondo		
LOCATION		
Δ Discovered Primitive Touchstone		



DEADLY MOTH		Species: Insect
LV 2	SIZE M DD TYPE	Wiggly
HP/SP/PP 130/35/80		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Earth Sword, Safety Shoes		
LOCATION		
Δ Bursting Passed Over Aqua Field		



CHICKEN HAND		Species: Bird
LV 4	SIZE S DD TYPE	Pippy
HP/SP/PP 80/45/44		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Battle Axe, Leather Gloves		
LOCATION		
Δ Discovered Primitive Touchstone		



CADET VALKYRIE		Species: Warrior(F)
LV 5	SIZE S DD TYPE	Porolin
HP/SP/PP 90/105/50		
ELM. L	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Gakaku, Plate Armor		
LOCATION		
Δ Discovered Primitive Touchstone		




MUSHROOM KING		Species: Plant
LV 6	SIZE M DD TYPE	Twinkle Grass
HP/SP/PP 290/125/200		
ELM. L	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Fossil Bracer, Wymr Hide		
LOCATION		
Δ Boundless Corrupted Fort Walls		



HELL GRABIN		Species: Gremlin
LV 7	SIZE S DD TYPE	Gremlin
HP/SP/PP 110/75/52		
ELM. E	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Lath Blades, Miner's Gloves		
LOCATION		
Δ Boundless Corrupted Fort Walls		




MAD GRASS		Species: Plant
LV 1	SIZE S DD TYPE	Twinkle Grass
HP/SP/PP 60/15/26		
ELM. L	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Wrist Band, Leather Armor		
LOCATION		
Δ Discovered Primitive Touchstone		



SNP SNAP		Species: Crustacean
LV 3	SIZE M DD TYPE	Monkey Crab
HP/SP/PP 170/65/110		
ELM. W	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Head Gear, Used Greaves		
LOCATION		
Δ Bursting Primitive Aqua Field*		



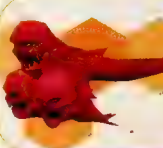
SKY FISH		Species: Fish
LV 4	SIZE S DD TYPE	Minnow
HP/SP/PP 90/45/44		
ELM. N/A	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Mizuchi, Nomad's Hood		
LOCATION		
Δ Indiscreet Gluttonous Pilgrimage		



HELL DOBERMAN		Species: Hound
LV 6	SIZE M DD TYPE	Little Doggie
HP/SP/PP 290/125/200		
ELM. F	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Fire Spear, Hunter's Hood		
LOCATION		
Δ Indiscreet Gluttonous Pilgrimage		



ECTOPLASM		Species: Ghost
LV 6	SIZE S DD TYPE	Odoro
HP/SP/PP 218/65/80		
ELM. D	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core A, Fire Wand, Hiking Gear		
LOCATION		
Δ Noisy Oblivious Melody*		



FIEND MENHIR		Species: Golem
LV 7	SIZE M DD TYPE	Wiggly Snake
HP/SP/PP 330/145/230		
ELM. T	TOL. N/A	
DATA DRAIN ITEMS		
Virus Core B, Wind Axe, Hands of Earth		
LOCATION		
Δ Noisy Oblivious Melody*		



SHARDO Species: Lizard

LV 7 | SIZE S | DD TYPE Dragon Puppy

HP/SP/PP 120/75/62


ELM. F | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Stun Sword, Wyrm Hide

LOCATION

Δ Boundless Corrupted Fort Walls



BEE ARMY Species: Insect

LV 7 | SIZE M | DD TYPE Wiggly

HP/SP/PP 330/110/230


ELM. N/A | TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Green Sword, Mountain Boots

LOCATION

Δ Noisy Oblivious Melody*



DUST CUKEE Species: Mink

LV 8 | SIZE S | DD TYPE Limp Knife

HP/SP/PP 130/85/68

ELM. N/A | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Wooden Spear, Strange Blade

LOCATION

Δ Boundless Corrupted Fort Walls



MIMIC Species: Mimic

LV 8 | SIZE S | DD TYPE Fake Money

HP/SP/PP 370/165/260


ELM. N/A | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Hands of Earth, Fossil Bracer

LOCATION

Δ Boundless Corrupted Fort Walls



SCORPION TANK Species: Crustacean

LV 9 | SIZE L | DD TYPE Monkey Crab

HP/SP/PP 770/275/560

ELM. W | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Mountain Guard, Mountain Helm

LOCATION

Δ Closed Oblivious Twin Hills



SHIELD MAN Species: Demon

LV 9 | SIZE S | DD TYPE Bat

HP/SP/PP 130/95/74


ELM. D | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Fuse Blades, Cougar Bandana

LOCATION

Δ Boundless Corrupted Fort Walls



ROCK HEAD Species: Earth Elemental

LV 9 | SIZE M | DD TYPE Moai

HP/SP/PP 410/185/290

ELM. E | TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Thunder Axe, Mountain Guard

LOCATION

Δ Boundless Corrupted Fort Walls



RED WYRM Species: Lizard

LV 10 | SIZE L | DD TYPE Dragon Puppy

HP/SP/PP 850/105/620

ELM. F | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Defense Sword, Firedrake Mail

LOCATION

Δ Closed Oblivious Twin Hills



CYCLO SHARK Species: Fish

LV 11 | SIZE L | DD TYPE Minnow

HP/SP/PP 930/225/680

ELM. W | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Unicorn Blade, Ice Hunter Cap

LOCATION

Θ Quiet Eternal White Devil



HUNGRY GRASS Species: Plant

LV 11 | SIZE S | DD TYPE Twinkle Grass

HP/SP/PP 160/115/86

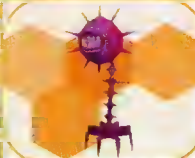
ELM. L | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Frost Bracer, Wyrm Scale

LOCATION

Δ Closed Oblivious Twin Hills



GUARDIAN Species: Golem

LV 12 | SIZE M | DD TYPE Kakasinger

HP/SP/PP 530/245/380

ELM. E | TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Razor Axe, Frost Armor

LOCATION

Θ Quiet Eternal White Devil



CRAB TURTLE Species: Crustacean

LV 12 | SIZE M | DD TYPE Monkey Crab

HP/SP/PP 530/245/380

ELM. W | TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Aqua Guard, Ice Helm

LOCATION

Θ Quiet Eternal White Devil



FLAME HEADS Species: Hound

LV 12 | SIZE L | DD TYPE Little Doggie

HP/SP/PP 1010/365/740

ELM. F | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Gold Spear, Ice Hunter Cap

LOCATION

Δ Outpouring Solitary Spiral*



STONE TUTTLE Species: Earth Elemental

LV 13 | SIZE L | DD TYPE Moai

HP/SP/PP 1090/1090/800

ELM. E | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Razor Axe, Aqua Guard

LOCATION

Δ Resurrecting Haunted Tri-Pansy



THOUSAND TREES Species: Plant

LV 13 | SIZE L | DD TYPE Twinkle Grass

HP/SP/PP 1090/395/800


ELM. L | TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Frost Bracer, Wyrm Scale

LOCATION

Θ Quiet Eternal White Devil



HEAVY METAL Species: Warmot(M)

LV 14 | SIZE S | DD TYPE Razie

HP/SP/PP 180/145/104

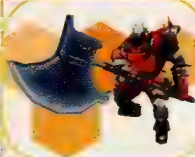
ELM. T | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Ronin Blades, Ice Helm

LOCATION

Δ Plenteous Smiling Hypha



WATER WITCH Species: Magic-User(F)

LV 14 | SIZE S | DD TYPE Flamer

HP/SP/PP 180/145/52 W


ELM. N/A | TOL. Virus Core

DATA DRAIN ITEMS

A, Basho Wand, Winter Coat

LOCATION

Δ Plenteous Smiling Hypha



GOBLIN NIGHT Species: Goblin

LV 15 | SIZE S | DD TYPE Gremlin

HP/SP/PP 190/155/100

ELM. E | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Spell Blades, Fishing Gloves

LOCATION

Δ Lightless Sage's Scaffold*



SLED DOG Species: Hound

LV 15 | SIZE M | DD TYPE Little Doggie

HP/SP/PP 650/305/470

ELM. F | TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Spear of Spell, Ice Hunter Cap

LOCATION

Δ Putrid Hot-blooded Scaffold



LAMIA FIGHTER Species: Snake

LV 15 | SIZE S | DD TYPE Charmer

HP/SP/PP 200/155/110


ELM. E | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Frost Anklet, Snow Panther

LOCATION

Δ Putrid Hot-blooded Scaffold



NOMADIC BONES Species: Undead

LV 15 | SIZE S | DD TYPE Death Head

HP/SP/PP 200/155/110


ELM. D | TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Spear of Spell, Frost Anklet

LOCATION

Δ Putrid Hot-blooded Scaffold



SHINING EYES

Species: Ghost

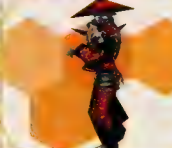
LV 15 | SIZE M | DD TYPE Odoro
HP/SP/PP 650/305/470
ELM. D TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Diabolic Wand, Winter Coat
LOCATION
Δ Putrid Hot-blooded Scaffold



OCHIMUSHA

Species: Warrior(M)

LV 16 | SIZE S | DD TYPE Razine
HP/SP/PP 200/165/116
ELM. T TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Spell Blades, Fire Helm
LOCATION
Δ Chosen Corrupted Fiery Sands*



SQUILLA DEMON

Species: Crustacean

LV 16 | SIZE M | DD TYPE Monkey Crab
HP/SP/PP 690/325/500
ELM. W TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Ice Helm, Aqua Guard
LOCATION
Δ Putrid Hot-blooded Scaffold



GOBLIN WIZ

Species: Goblin

LV 16 | SIZE S | DD TYPE Gremlin
HP/SP/PP 200/165/106
ELM. F TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Spell Blades, Smith's Gloves
LOCATION
Δ Putrid Hot-blooded Scaffold



KILLER SNAKER

Species: Snake

LV 16 | SIZE L | DD TYPE Charmer
HP/SP/PP 1330/485/970
ELM. E TOL. N/A
DATA DRAIN ITEMS
Virus Core C, Iron Ankle, Fire Lizard (Boots)
LOCATION
Δ Chosen Corrupted Fiery Sands*



METAL EMPEROR

Species: Golem

LV 17 | SIZE M | DD TYPE Kakasinger
HP/SP/PP 730/345/530
ELM. E TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Earth Axe, Blaze Armor
LOCATION
Δ Chosen Her Spiral*



ARROW FISH

Species: Fish

LV 17 | SIZE S | DD TYPE Minnow
HP/SP/PP 220/175/122
ELM. W TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Fugaku, Fire Dance Hat
LOCATION
Δ Buried Hopeless Far Thunder*



MENHIR

Species: Idol

LV 17 | SIZE M | DD TYPE Wiggle Snake
HP/SP/PP 730/345/530
ELM. T TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Earth Axe, Hands of Fire
LOCATION
Θ Collapsed Momentary Spiral



SCARLET KING

Species: Plant

LV 17 | SIZE M | DD TYPE Twinkle Grass
HP/SP/PP 730/345/530
ELM. L TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Fire Bracer, Firedrake Mail
LOCATION
Δ Chosen Corrupted Fiery Sands*



PHANTOM WING

Species: Insect

LV 18 | SIZE M | DD TYPE Wiggly
HP/SP/PP 770/275/560
ELM. N/A TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Shanato, Fire Lizard (Boots)
LOCATION
Θ Collapsed Momentary Spiral



NOISY WISP

Species: Ghost

LV 18 | SIZE S | DD TYPE Odoro
HP/SP/PP 554/185/200
ELM. D TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Earth Rod, Fireman's Coat
LOCATION
Θ Collapsed Momentary Spiral



GENERAL ARMOR

Species: Warrior(M)

LV 19 | SIZE M | DD TYPE Razine
HP/SP/PP 810/385/590
ELM. T TOL. T
DATA DRAIN ITEMS
Virus Core B, Sotetsu, Fire Helm
LOCATION
Θ Cursed Despaired Paradise



DARK WITCH

Species: Magic-User(F)

LV 19 | SIZE S | DD TYPE Flamer
HP/SP/PP 230/195/67
ELM. D TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Rod of the Sea, Fireman's Coat
LOCATION
Θ Collapsed Momentary Spiral



WOOD HARPY

Species: Bird

LV 19 | SIZE S | DD TYPE Pippy
HP/SP/PP 230/195/134
ELM. L TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Water God Axe, Smith's Gloves
LOCATION
Θ Cursed Despaired Paradise



FIRE WITCH

Species: Magic-User(F)

LV 20 | SIZE S | DD TYPE Flamer
HP/SP/PP 240/205/70
ELM. F TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Inferno Wand, Lincoln Green
LOCATION
Θ Cursed Despaired Paradise



LAMBDA KNIFE

Species: Knife

LV 20 | SIZE S | DD TYPE Limp Knife
HP/SP/PP 250/405/140
ELM. N/A TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Lavaman Spear, Komura
LOCATION
Θ Cursed Despaired Paradise



GLADIATOR

Species: Warrior(M)

LV 21 | SIZE S | DD TYPE Razine
HP/SP/PP 250/215/146
ELM. T TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Enou, Forester Helm
LOCATION
Δ Buried Pagan Fiery Sands



FRESH VALKYRIE

Species: Warrior(F)

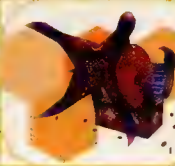
LV 21 | SIZE S | DD TYPE Poroln
HP/SP/PP 250/215/146
ELM. L TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Komura, Spirit Armor
LOCATION
Δ Buried Pagan Fiery Sands



HELL BOX

Species: Mimic

LV 22 | SIZE S | DD TYPE Fake Money
HP/SP/PP 930/445/680
ELM. N/A TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Hands of Wood, Air Bracer
LOCATION
Δ Buried Pagan Fiery Sands



LIVING DEAD

Species: Undead

LV 22 | SIZE M | DD TYPE Death Head
HP/SP/PP 930/335/680
ELM. D TOL. N/A
DATA DRAIN ITEMS
Virus Core B, Treeman Spear, Oak Ankle
LOCATION
Δ Lonely Silent Great Seal



GRAND MADE

Species: Magic-User(M)

LV 23 | SIZE S | DD TYPE Long Lived
HP/SP/PP 270/235/125
ELM. F TOL. N/A
DATA DRAIN ITEMS
Virus Core A, Cedar Wand, Scarab Earring
LOCATION
Θ Great Distant Fertile Land



LAMIA HUNTER Species: Snake

LV 23 SIZE S DD TYPE Charmer

HP/SP/PP 200/155/110

ELM. E TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Oak Anklet, Ranger's Boots

LOCATION

Δ Lonely Silent Great Seal



BABY WORM Species: Insect

LV 23 SIZE L DD TYPE Wiggly

HP/SP/PP 1890/695/1400

ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Shidan, Ranger's Boots

LOCATION

Δ Lonely Silent Great Seal



HAMMER SHARK Species: Fish

LV 24 SIZE L DD TYPE Minnow

HP/SP/PP 1970/485/1460

ELM. W TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Singing Blade, Peasant's Cap

LOCATION

Θ Pulsating Silent Gate*



IRONBALL FREAK Species: Goblin

LV 24 SIZE L DD TYPE Gremlin

HP/SP/PP 1970/725/1460

ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Raitel, Forest Gloves

LOCATION

Θ Voluptuous Worst Dead Lands*



ARMOR SHOGUN Species: Knife

LV 24 SIZE M DD TYPE Limp Knife

HP/SP/PP 1010/485/740


ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Singing Blade, Stormer Spear

LOCATION

Θ Great Distant Fertile Land



SNAPPY GRASS Species: Plant

LV 24 SIZE S DD TYPE Twinkle Grass

HP/SP/PP 290/245/164

ELM. L TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Air Bracer, Holy Tree Mail

LOCATION

Θ Great Distant Fertile Land



CANNIBAL Species: Goblin

LV 25 SIZE L DD TYPE Gremlin

HP/SP/PP 2050/755/1520


ELM. E TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Anshou, Forest Gloves

LOCATION

Θ Buried Bounded Abyss*



LEAD SNAKOID Species: Lizard

LV 25 SIZE S DD TYPE Dragon Puppy

HP/SP/PP 300/255/170

ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core D, Kikujumonji, Holy Tree Mail

LOCATION

Θ Buried Bounded Abyss*



HALLOWEEN Species: Ghost

LV 25 SIZE M DD TYPE Odoro

HP/SP/PP 1050/505/770


ELM. D TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Adian's Rod, Lincoln Green

LOCATION

Θ Buried Bounded Abyss*



DARK RIDER Species: Warrior(M)

LV 26 SIZE M DD TYPE Razine

HP/SP/PP 1090/525/800


ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Anshou, Forester Helm

LOCATION

Θ Pulsating Silent Gate*



METAL GOBLIN Species: Goblin

LV 26 SIZE S DD TYPE Gremlin

HP/SP/PP 300/265/166

ELM. E TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Anshou, Jinsaran

LOCATION

Θ Chosen Hopeless Nothingness



BEE ASSAULT Species: Insect

LV 26 SIZE M DD TYPE Wiggly

HP/SP/PP 1090/395/800


ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Sharp Blade, Ranger's Boots

LOCATION

Θ Pulsating Silent Gate*



MANTIS Species: Crustacean

LV 27 SIZE M DD TYPE Monkey Crab

HP/SP/PP 1130/545/830


ELM. W TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Giant Hill (Axe), Electric Guard

LOCATION

Θ Chosen Hopeless Nothingness



OGRE Species: Goblin

LV 27 SIZE L DD TYPE Gremlin

HP/SP/PP 2210/815/1640


ELM. F TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Masterblades, Thunder Gloves

LOCATION

Θ Dolorous Eternal Kaleidoscope*



WOOD STOCK Species: Plant

LV 27 SIZE L DD TYPE Twinkle Grass

HP/SP/PP 2210/815/1640


ELM. L TOL. N/A

DATA DRAIN ITEMS

Virus Core C, Storm Bracer, Jester's Wand

LOCATION

Θ Dolorous Eternal Kaleidoscope*



MU GUARDIAN Species: Golem

LV 28 SIZE M DD TYPE Kakasinger

HP/SP/PP 1170/565/860

ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Bom-Ba-Ye, Master's Axe

LOCATION

Δ Dolorous Evil-eyed Widow



GOIL MENHIR Species: Idol

LV 28 SIZE M DD TYPE Wiggle Snake

HP/SP/PP 1170/565/860

ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Master's Axe, Shikisokuzeiku

LOCATION

Θ Dolorous Confused Wavemaster*



CURSED BLADES Species: Knife

LV 28 SIZE S DD TYPE Limp Knife

HP/SP/PP 330/285/188

ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core A, Sleipnir, Million\$ Spear

LOCATION

Θ Chosen Hopeless Nothingness



RED SCISSORS Species: Crustacean

LV 29 SIZE M DD TYPE Monkey Crab

HP/SP/PP 1210/585/890


ELM. W TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Axe Bomber, Electric Guard

LOCATION

Δ Dolorous Evil-eyed Widow



HELL HOUND Species: Hound

LV 29 SIZE M DD TYPE Little Doggie

HP/SP/PP 1210/585/890

ELM. F TOL. N/A

DATA DRAIN ITEMS

Virus Core B, Fairy Spear, Sakabatou

LOCATION

Δ Hideous Someone's Giant



TETRA ARMOR Species: Warrior(M)

LV 30 SIZE M DD TYPE Razine

HP/SP/PP 1250/605/920


ELM. T TOL. T

DATA DRAIN ITEMS

Virus Core B, Dante's Blades, Scarlet Autumn

LOCATION

Δ Dolorous Evil-eyed Widow



PHOENIX QUEEN

Species: Bird

LV 30 SIZE M DD TYPE Pippy

HP/SP/PP 1250/605/920

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core B, Devil's Axe, Dark History (Rod)

LOCATION

A Dolorous Evil-eyed Widow


MYSTERY ROCK

Species: Earth

LV 30 SIZE M DD TYPE Moai

HP/SP/PP 1250/605/920

ELM. E TOL. E

DATA DRAIN ITEMS

Devil's Axe, Phoenix's Wing (Sword)

LOCATION

A Dolorous Evil-eyed Widow


SHIELD DEVIL

Species: Demon

LV 31 SIZE S DD TYPE Bat

HP/SP/PP 350/315/206D D

ELM. Virus TOL. Core D,

DATA DRAIN ITEMS

Shirogane, Bat Earrings

LOCATION

A Dolorous Fantasy Aqua Field*


HYSTERIA

Species: Magic-User (F)

LV 32 SIZE S DD TYPE Flamer 360/165/106

HP/SP/PP T T

ELM. Virus TOL. Core D,

DATA DRAIN ITEMS

Demon Cloak, Spiral Wand

LOCATION

A Collapsed Pagan Remains


PHALANX

Species: Warrior (M)

LV 31 SIZE S DD TYPE Razine

HP/SP/PP 505/315/330

ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core D, Kurogane, Midnight Helm

LOCATION

A Nameless Seeker's Prairie


SMILEY RAY

Species: Fish

LV 32 SIZE L DD TYPE Minnow

HP/SP/PP 2610/325/1940

ELM. W TOL. W

DATA DRAIN ITEMS

Virus Core F, Patriot, Darkness Hood

LOCATION

A Collapsed Pagan Remains


GREAT SLED DOG

Species: Hound

LV 32 SIZE M DD TYPE Little Doggie

HP/SP/PP 1330/325/980

ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core E, Darkness Hood, Copper Lance

LOCATION

A Nameless Seeker's Prairie


BONE ARMY

Species: Undead

LV 32 SIZE S DD TYPE Death Head

HP/SP/PP 370/325/212

ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core D, Steel Spear, Ninja Anklet

LOCATION

A Collapsed Pagan Remains


GRAND COLO

Species: Magic-User (M)

LV 33 SIZE S DD TYPE Long Lived

HP/SP/PP 370/170/175

ELM. W TOL. W

DATA DRAIN ITEMS

Virus Core D, Spiral Wand, Bat Earrings

LOCATION

A Collapsed Pagan Remains


METAL GRAB

Species: Magic-User (M)

LV 33 SIZE M DD TYPE Kakasinger

HP/SP/PP 1370/335/1010

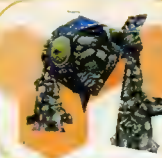
ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core E, Full Swing, Ebony Armor

LOCATION

A Resurrecting Confused Judgment


GREEN WTHM

Species: Magic-User (M)

LV 34 SIZE L DD TYPE Dragon Puppy

HP/SP/PP 2770/345/2060

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core F, Horse-Killer, Bone Armor

LOCATION

A Resurrecting Confused Judgment


HACKBERRY KING

Species: Plant

LV 34 SIZE M DD TYPE Twinkle Grass

HP/SP/PP 1410/685/1040

ELM. L TOL. N/A

DATA DRAIN ITEMS

Virus Core E, Jet Bracer, Benkei's Guard

LOCATION

A Resurrecting Confused Judgment


SPECTER

Species: Ghost

LV 34 SIZE M DD TYPE Odoro

HP/SP/PP 1410/685/1040

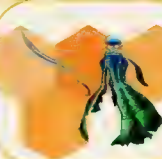
ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core E, Silver Rod, Demon Cloak

LOCATION

A Collapsed Pagan Remains


SKATE RAT ARK

Species: Demon

LV 35 SIZE M DD TYPE Bat 1450/355/1070

HP/SP/PP F

ELM. F TOL. Virus Core

DATA DRAIN ITEMS

E, Yosetu & Fuyou, Gold Necklace

LOCATION

A Resurrecting Confused Judgment


IRONBALL MANIA

Species: Goblin

LV 35 SIZE L DD TYPE Gremlin

HP/SP/PP 3550/355/2820

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core F, Yosetu & Fuyou, Gloves of Dark

LOCATION

A Merciless Grieving Furnace


ARMOR EVIL

Species: Knife

LV 35 SIZE M DD TYPE Limp Knife

HP/SP/PP 1450/355/1070

ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core E, Tranquilance, Siegfried

LOCATION

A Quiet Oblivious Cabbage


VALKYRIE

Species: Warrior (F)

LV 36 SIZE S DD TYPE Porolin

HP/SP/PP 400/365/236

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core D, Kris Armor, Lake & Sea

LOCATION

A Merciless Grieving Furnace


STAR FISH

Species: Fish

LV 36 SIZE S DD TYPE Minnow

HP/SP/PP 410/365/236

ELM. W TOL. W

DATA DRAIN ITEMS

Virus Core D, Heaven & Earth, Golden Turban

LOCATION

A Shapeless Haunted Holy Ground


HEADLESS KING

Species: Undead

LV 36 SIZE M DD TYPE Death Head

HP/SP/PP 1490/545/1100

ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core E, River Spear, Greave Sticker

LOCATION

A Stalking Silent Footstep


VOODOO GOBLIN

Species: Goblin

LV 37 SIZE S DD TYPE Gremlin

HP/SP/PP 410/375/232

ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core D, Bouncer Gloves, Slayers

LOCATION

A Merciless Grieving Furnace



KILLER BOX Species: Mimic

LV 37 SIZE S DD TYPE Fake Money

HP/SP/PP 1530/745/1130


ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core D, Protect Ring, Hands of Ronin

LOCATION

Λ Shapeless Haunted Holy Ground



MUMMY SCISSORS Species: Warrior (F)

LV 38 SIZE S DD TYPE Poroln

HP/SP/PP 420/385/248

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core D, Kris Armor, Fire & Sky

LOCATION

Λ Bottomless Hopeless Footstep



STATUE MENHIR Species: Idol

LV 38 SIZE M DD TYPE Wiggle Snake

HP/SP/PP 1570/765/1160

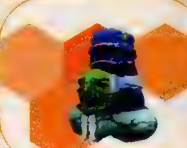
ELM. T TOL. T

DATA DRAIN ITEMS

Virus Core E, Vitality Axe, Hands of Ronin

LOCATION

Λ Bottomless Hopeless Footstep



KING SNAKOID Species: Lizard

LV 38 SIZE S DD TYPE Dragon Puppy

HP/SP/PP 430/385/248

ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core D, Linen Cuirass, Stonecrusher

LOCATION

Λ Stalking Silent Footstep



DROCK Species: Snake

LV 39 SIZE L DD TYPE Charmer

HP/SP/PP 3170/1175/2350

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core F, Deluxe Boots, Greave Sticker

LOCATION

Λ Bottomless Hopeless Footstep



PUMPKIN KING Species: Ghost

LV 39 SIZE M DD TYPE Odoro

HP/SP/PP 1610/785/1190


ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core E, Flaming Rod, Saint Cross

LOCATION

Λ Lightless Distant Dead Lands



NOBUHADA SOUL Species: Warrior (M)

LV 40 SIZE S DD TYPE Razine

HP/SP/PP 640/405/420

ELM. T TOL. N/A

DATA DRAIN ITEMS

Virus Core D, Tsumuji, Golden Helm

LOCATION

Λ Bitter Hot-blooded Sand Trap



SCORPIOID Species: Crustacean

LV 40 SIZE L DD TYPE Monkey Crab

HP/SP/PP 3250/405/2420


ELM. W TOL. N/A

DATA DRAIN ITEMS

Virus Core F, Spiked Guard, Able Gloves

LOCATION

Λ Nameless Seeker's Prairie



SAND HILL Species: Earth

LV 40 SIZE L DD TYPE Moai

HP/SP/PP 3250/405/2420

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core F, Spiked Guard, Sinner's Axe

LOCATION

Λ Shapeless Haunted Holy Ground



DRUID WITCH Species: Magic-user (F)

LV 41 SIZE S DD TYPE Flamer

HP/SP/PP 450/210/133

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core D, Blood Suit, Bolt Rod

LOCATION

Λ Bitter Hot-blooded Sand Trap



LAHIA ABBABBIN Species: Snake

LV 41 SIZE S DD TYPE Charmer

HP/SP/PP 460/415/266

ELM. E TOL. N/A

DATA DRAIN ITEMS

Virus Core D, Ivory Greaves, Rare Greaves

LOCATION

Λ Collapsed Eternal Holy Ground*



STARVING GORE Species: Goblin

LV 42 SIZE M DD TYPE Gremlin

HP/SP/PP 1730/425/1280

ELM. E TOL. MA

DATA DRAIN ITEMS

Virus Core E, Able Gloves, Mikazuchi

LOCATION

Λ Dazzling Sage's Arctic



HAGGE HOUND Species: Dog

LV 42 SIZE M DD TYPE Little Doggie

HP/SP/PP 1730/425/1280


ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core E, Blitz Spear, Infantry Cap

LOCATION

Λ Stalking Silent Footstep



HIGHLIGHTER Species: Insect

LV 42 SIZE M DD TYPE Wiggly

HP/SP/PP 1730/635/1280


ELM. N/A TOL. N/A

DATA DRAIN ITEMS

Virus Core E, Powered Boots, Karin

LOCATION

Λ Dazzling Sage's Arctic



GRAND ELECTRIC Species: Magic-user (M)

LV 43 SIZE S DD TYPE Long Lived

HP/SP/PP 470/220/225

ELM. T TOL. T

DATA DRAIN ITEMS

Virus Core D, War Headband, Nerd Staff

LOCATION

Λ Blooming Promised Walkway



FRANKIE Species: Idol

LV 43 SIZE M DD TYPE Death Head

HP/SP/PP 1770/650/1310

ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core E, Ivory Greaves, Knight Glaive

LOCATION

Λ Dazzling Sage's Arctic



TRIPLE KNIGHT Species: Warrior (F)

LV 44 SIZE M DD TYPE Poroln

HP/SP/PP 1810/445/1340


ELM. W TOL. MA

DATA DRAIN ITEMS

Virus Core E, 6 Side Blade, Masamune Armor

LOCATION

Λ Blooming Promised Walkway



BIG EYES Species: Fish

LV 44 SIZE L DD TYPE Minnow

HP/SP/PP 3570/445/2660

ELM. W TOL. W

DATA DRAIN ITEMS

Virus Core F, 7 Star Sword, Infantry Cap

LOCATION

Λ Dazzling Sage's Arctic



DALADON Species: Lizard

LV 44 SIZE L DD TYPE Dragon Puppy

HP/SP/PP 3570/445/2660

ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core F, Bandit Mail, Sonic Blade

LOCATION

Λ Blooming Promised Walkway



DARK HORSE Species: Warrior (M)

LV 45 SIZE M DD TYPE Razine

HP/SP/PP 1850/455/1370


ELM. D TOL. N/A

DATA DRAIN ITEMS

Virus Core E, Samurai Helm, Kyouura

LOCATION

Λ Scattering Fossil's Milestone



INFERNO Species: Magic-user (M)

LV 45 SIZE M DD TYPE Long Lived

HP/SP/PP 1390/230/685


ELM. F TOL. MA

DATA DRAIN ITEMS

Virus Core E, Revelation, War Headband

LOCATION

Λ Scattering Fossil's Milestone



IRONBALL TITAN Species: Golem

LV 45 SIZE L DD TYPE Gremlin

HP/SP/PP 4550/455/3620

ELM. T TOL. T

DATA DRAIN ITEMS

Virus Core F, Able Gloves, Magatsu

LOCATION

Λ Blooming Promised Walkway



SPHINX MENHIR Species: Idol

LV 46 SIZE M DD TYPE Wiggle Snake

HP/SP/PP 1890/925/1400


ELM. T TOL. T

DATA DRAIN ITEMS

Virus Core E, New Scythe, Cursed Hands

LOCATION

Λ Scattering Fossil's Milestone



HEADHUNT LORD Species: Undead

LV 46 SIZE M DD TYPE Death Head

HP/SP/PP 1890/695/1400

ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core E, Super Spear, Devil Greaves

LOCATION

Λ Scattering Fossil's Milestone



MAD WITCH Species: Magic-User (F)

LV 47 SIZE S DD TYPE Flamer

HP/SP/PP 980/240/151

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core D, Treasure Wand, SWORD

LOCATION

Λ Pulsating Worst Core



ARK PRINCE Species: Demon

LV 47 SIZE M DD TYPE Bat

HP/SP/PP 1930/475/1430


ELM. F TOL. F

DATA DRAIN ITEMS

Virus Core E, Atatsuki, Imp Earrings

LOCATION

Λ Scattering Fossil's Milestone



ANCIENT Species: Magic-User (M)

LV 48 SIZE M DD TYPE Long Lived

HP/SP/PP 1480/245/730


ELM. W TOL. MA

DATA DRAIN ITEMS

Virus Core E, Witch's Wand, Imp Earrings

LOCATION

Λ Lightless Sacred Remains



HAPPY QUIDEN Species: Bird

LV 48 SIZE M DD TYPE Pippy

HP/SP/PP 1970/485/1460

ELM. L TOL. L

DATA DRAIN ITEMS

Virus Core E, Great Elite, Jishuwen

LOCATION

Λ Pulsating Worst Core



SQUIDBDD Species: Warrior (M)

LV 49 SIZE M DD TYPE Razine

HP/SP/PP 2010/495/1490

ELM. W TOL. PA

DATA DRAIN ITEMS

Virus Core E, Bloody Twin, Fishskin

LOCATION

Λ Pulsating Worst Core



EASTER ROCK Species: Bath Elemental

LV 49 SIZE M DD TYPE Moai

HP/SP/PP 2010/495/1490

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core E, * Key Guardian, Blade 3000

LOCATION

Λ Pulsating Worst Core



DALMON ANEL Species: Dragon

LV 49 SIZE L DD TYPE Dragon Puppy

HP/SP/PP 3970/495/2960

ELM. D TOL. D

DATA DRAIN ITEMS

Virus Core F, High Forger, Segmentart

LOCATION

Λ Pulsating Worst Core



HOUSE GOLEM Species: Golem

LV 50 SIZE L DD TYPE Kakasinger

HP/SP/PP 5050/505/4020


ELM. E TOL. PA

DATA DRAIN ITEMS

Virus Core F, Quake Axe, Laevateinn

LOCATION

Λ Pulsating Worst Core



BROWN WYRM Species: Dragon

LV 50 SIZE L DD TYPE Dragon Puppy

HP/SP/PP 4050/505/3020

ELM. E TOL. E

DATA DRAIN ITEMS

Virus Core F, Segmentart, Kikusenmonji

LOCATION

Θ Bitter Fantasy Mirror World



KING WORM Species: Insect

LV 50 SIZE L DD TYPE Wiggly 4050/1505/3020

HP/SP/PP N/A MA

ELM. Virus TOL. Core F

DATA DRAIN ITEMS

Kikusenmonji, Bureido

LOCATION

Θ Bitter Fantasy Mirror World



Standard Monsters from .Hack Vol.3 and Vol.4

The following monsters appear in both .Hack Vol.3 and Vol.4. Since you are likely to run into both groups as you play through .Hack Vol.4, you'll find all of the information you could ever want about each enemy below.

MAXWELL Species: Undead

LV 51 SIZE S DD TYPE Bat

HP/SP/PP 550/515/326 ELM. D TOL. D

M/B RES 52/52 P/M ATK 33.1/11.2

P/M DEF 88.7/6.2 P/M ACC 68.3/68.3

P/M EVD 15.4/25.3 E 5.1 W 5.1 F 5.1

WD 5.1 T 0 D 30


SKILLS Dek Torv

DATA DRAIN ITEMS

Virus Core G, Dragon Crest, Rashou

LOCATION

Σ Chatting Snaring Twins



MIASMA WYVERN Species: Beast

LV 51 SIZE M DD TYPE Wiggly

HP/SP/PP 2090/770/1550 ELM. W TOL. W

M/B RES 100/26.5 P/M ATK 28/16.8

P/M DEF 47.9/10.7 P/M ACC 78.5/42.8

P/M EVD 126.9/15.4 E 20.4 W 26 F 5.1

WD 20.4 T 20.4 D 20.4


SKILLS Duk Lei

DATA DRAIN ITEMS

Virus Core H, Rock 'n Roll, Stone Solieret

LOCATION

Σ Chatting Snaring Twins



EARTH MAKEN Species: Beast

LV 52 SIZE S DD TYPE Flamer

HP/SP/PP 1080/265/322 ELM. E TOL. E

M/B RES 47.8/6.2 P/M ATK 5.7/21.8

P/M DEF 88/93 P/M ACC 16.6/95.6

P/M EVD 26.1/30.6 E 26 W 20.8 F 20.8

WD 0 T 20.8 D 20.8

SKILLS GiGan Don, Dek Do

DATA DRAIN ITEMS

Virus Core G, Firedrake Bone, Tribal Robes

LOCATION

Σ Chatting Snaring Twins



NAPYLON Species: Alien

LV 52 SIZE M DD TYPE Astro Prince

HP/SP/PP 2130/1045/1580 ELM. L TOL. L

M/B RES 16.6/53 P/M ATK 33.7/11.4

P/M DEF 86/93 P/M ACC 59.2/80

P/M EVD 15.7/82 E 5.2 W 20.8 F 20.8

WD 26 T 20.8 D 20.8


SKILLS Ola Repth

DATA DRAIN ITEMS

Virus Core H, Enja, Jasper Haubeck

LOCATION

Σ Attracting Fated Ebb and Flow



FOREST HSIEN Species: Magic-User

LV 53 SIZE S DD TYPE Long Lived

HP/SP/PP 570/270/275 ELM. L TOL. L

M/B RES 27.5/6.3 P/M ATK 5.8/22.2

P/M DEF 69.9/78.6 P/M ACC 43.4/65.6

P/M EVD 26.6/30.9 E 0 W 21.2 F 21.2

WD 26 T 21.2 D 21.2


SKILLS MeJuk Kruz, Dek Do

DATA DRAIN ITEMS

Virus Core G, Dragon Crest, Firedrake Bone

LOCATION

Σ Chatting Snaring Twins



SKULL HERO Species: Undead

LV 53 SIZE S DD TYPE Death Head

HP/SP/PP 580/535/338 ELM. D TOL. M

M/B RES 16.9/100 P/M ATK 34.3/29

P/M DEF 112.1/27.5 P/M ACC 86.8/44.4

P/M EVD 16/16 E 42.4 W 42.4 F 42.4

WD 42.4 T 0 D 53.2

SKILLS Rip Maen

DATA DRAIN ITEMS

Virus Core G, Blazing Spear, Stone Graves

LOCATION

Σ Cracked Worst Milestone



CONRAD GOC Species: Golem

LV 54 SIZE L DD TYPE Kakasinger

HP/SP/PP 4370/545/3260 ELM. T TOL. T

M/B RES 17.2/100 P/M ATK 51.1/27.5

P/M DEF 133/49.1 P/M ACC 61.4/82

P/M EVD 16.3/5.5 E 21.6 W 21.6 F 21.6

WD 21.6 T 32 D 5.4


SKILLS Ap Corv

DATA DRAIN ITEMS

Virus Core I, Earth Beast, Axe of Mobs

LOCATION

Σ Cracked Worst Milestone



HYDROSAURUS Species: Lizard

LV 54 SIZE L DD TYPE Dragon Puppy

HP/SP/PP 4370/545/3260 ELM. W TOL. W

M/B RES 55/55 P/M ATK 45.7/11.8 143/86.9

P/M DEF P/M ACC 83/83

P/M EVD 16.3/16.3 E 21.6 W 54 F 5.4

WD 21.6 T 21.6 D 21.6


SKILLS MeRue Zot

DATA DRAIN ITEMS

Virus Core I, Forest Sword, Jasper Haubeck

LOCATION

Σ Dolorous Promised Clavicle



DEADLY PRESENT Species: Magic

LV 54 SIZE S DD TYPE Fake Money

HP/SP/PP 2210/1085/1640 ELM. N/A TOL. PA

M/B RES 100/100 P/M ATK 29.5/5.9

P/M DEF 192/28 P/M ACC 61.4/44.2

P/M EVD 16.3/5.4 E 54 W 54 F 54

WD 54 T 54 D 54


SKILLS Ranki Lei

DATA DRAIN ITEMS

Virus Core G, Rock Guard, Gaia Hands

LOCATION

Σ Cracked Worst Milestone



SLED DOG KING Species: Hound

LV 55 SIZE M DD TYPE Little Doggie

HP/SP/PP 2250/555/1670 ELM. F TOL. F

M/B RES 17.5/100 P/M ATK 35.5/22.5

P/M DEF 105.5/66.5 P/M ACC 62.5/72.5

P/M EVD 16.6/5.6 E 22 W 0 F 55

WD 22 T 22 D 22


SKILLS RaVak Don, BiVak Rom

DATA DRAIN ITEMS

Virus Core H, Treebeam Spear, Eagle Hood

LOCATION

Σ Dolorous Promised Clavicle



GAIA TURTLE Species: Earth Elemental

LV 55 SIZE L DD TYPE Moai

HP/SP/PP 4450/600/3320 ELM. E TOL. PA

M/B RES 56/56 P/M ATK 35.5/17

P/M DEF 70/122 P/M ACC 84.5/45

P/M EVD 16.6/5.6 E 27.7 W 22 F 22

WD 5.5 T 22 D 22


SKILLS Yarthkins Rf

DATA DRAIN ITEMS

Virus Core I, Axe of Mobs, Imp's Leg Mail

LOCATION

Σ Cracked Worst Milestone



DARK STALKER Species: Ghost

LV 55 SIZE M DD TYPE Odoro

HP/SP/PP 2250/1105/1670 ELM. D TOL. PA

M/B RES 34/67 P/M ATK 35.5/23

P/M DEF 180/65 P/M ACC 62.5/68

P/M EVD 99/32.5 E 22 W 22 F 22

WD 22 T 0 D 27.7

SKILLS BiAni Don

DATA DRAIN ITEMS

Virus Core H, Rod of Gales, Tribal Robes

LOCATION

Σ Soaring Sky Madness Compass



HOLY NIGHT Species: Water

LV 56 SIZE M DD TYPE Porolin

HP/SP/PP 2290/565/1700 ELM. L TOL. MA

M/B RES 6.6/40.2 P/M ATK 36.1/6.1

P/M DEF 117.2/67.7 P/M ACC 86/45.8

P/M EVD 16.9/5.7 E 0 W 22.4 F 22.4

WD 28 T 22.4 D 22.4


SKILLS N/A

DATA DRAIN ITEMS

Virus Core H, Tenkafuubu, Water Beast

LOCATION

Σ Dolorous Promised Clavicle



U(0/0)KIEN Species: Lizard

LV 56 SIZE M DD TYPE Nega Guardian

HP/SP/PP 20728/565/1700 ELM. E TOL. MA

M/B RES 100/100 P/M ATK 47.3/39.7

P/M DEF 127/50.9 P/M ACC 63.6/85

P/M EVD 16.9/28.1 E 28.2 W 22.4 F 22.4

WD 5.6 T 22.4 D 22.4


SKILLS OrGan Rom, OrGan Zot

DATA DRAIN ITEMS

Frost Haubeck, Mineuchi, Stormlord Rod

LOCATION

Σ Unusual Ghostly Remnant



BANGHI Species: Beast

LV 56 SIZE L DD TYPE Sand Hill

HP/SP/PP 20728/565/3380 ELM. E TOL. E

M/B RES 57/100 P/M ATK 47.3/34.1

P/M DEF 147/50.9 P/M ACC 86/45.8

P/M EVD 16.9/5.7 E 28 W 22.4 F 22.4

WD 5.6 T 22.4 D 22.4


SKILLS OrGan Zot

DATA DRAIN ITEMS

Virus Core I, Ice Leg Mail, Vortex Axe

LOCATION

Σ Unusual Ghostly Remnant



STAR EATER

Species: Fish

LV 56	SIZE L	DD TYPE Minnow
HP/SP/PP 4530/565/3380	ELM. W	TOL. W
M/B RES 17.8/57	P/M ATK 36.1/34.1	
P/M DEF 97.2/67.7	P/M ACC 63.6/45.8	
P/M EVD 16.9/5.7	E 22.4	W 28 F 0
WD 22.4	T 22.4	D 22.4
SKILLS MeRue Zot, Suvi Lei		
DATA DRAIN ITEMS		
Virus Core I, Ice Tiger Hood, TenkaTubu		
LOCATION		
Σ Soaring Sky Madness Compass		



WATCHER

Species: Dragon

LV 57	SIZE L	DD TYPE Bat
HP/SP/PP 4610/575/3440	ELM. F	TOL. MA
M/B RES 67/67	P/M ATK 36.7/46.6	
P/M DEF 118.9/60.6	P/M ACC 76.1/87.5	
P/M EVD 17.2/27.1	E 22.8	W 5.7 F 34.4
WD 22.8	T 22.8	D 22.8
SKILLS GiVak Don, Miu Lei		
DATA DRAIN ITEMS		
Virus Core I, Ankokushiki, Fox Crest		
LOCATION		
Σ Dying Windmill's Neigh		



GRANGON

Species: Lizard

LV 57	SIZE L	DD TYPE Dragon Puppy
HP/SP/PP 4610/575/3440	ELM. E	TOL. E
M/B RES 58/58	P/M ATK 48.1/12.4	
P/M DEF 149/91.7	P/M ACC 87.5/87.5	
P/M EVD 17.2/17.2	E 57	W 22.8 F 22.8
WD 5.7	T 22.8	D 22.8
SKILLS OrGan Zot		
DATA DRAIN ITEMS		
Virus Core I, Execurter, Frost Haubeck		
LOCATION		
Σ Soaring Sky Madness Compass		



BEARKE MAIDEN

Species: Maiden

LV 58	SIZE S	DD TYPE Flamer
HP/SP/PP 1200/295/358	ELM. T	TOL. T
M/B RES 53.2/6.8	P/M ATK 6.3/24.2	
P/M DEF 97/102	P/M ACC 18.4/106.4	
P/M EVD 29.1/32.4	E 23.2	W 23.2 F 23.2
WD 23.2	T 29	D 0
SKILLS GiRai Rom, Mumyn Lei		
DATA DRAIN ITEMS		
Virus Core G, Apocalypse Rod, Flowing Robes		
LOCATION		
Σ Dying Grieving Battlefield		



HOL-DO&M

Species: Golem

LV 58	SIZE L	DD TYPE House Golem
HP/SP/PP 20754/585/4660	ELM. E	TOL. MA
M/B RES 18.4/100	P/M ATK 37.3/29.5	
P/M DEF 131/70.1	P/M ACC 65.8/88	
P/M EVD 17.5/5.9	E 35	W 23.2 F 23.2
WD 5.8	T 23.2	D 23.2
SKILLS OrGan Don		
DATA DRAIN ITEMS		
Water Beast, Alien Axe, Sorrow		
LOCATION		
Σ Noisy Sacred Ringing Ears		



IRONBALL MANIA

Species: Mania

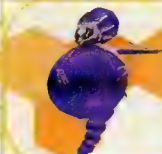
LV 58	SIZE L	DD TYPE IronBall Mania
HP/SP/PP 20754/585/3500	ELM. E	TOL. E
M/B RES 100/100	P/M ATK 48.9/6.3	
P/M DEF 100.6/70.1	P/M ACC 89/47.4	
P/M EVD 17.5/5.9	E 55	W 52.2 F 52.2
WD 5.8	T 52.2	D 52.2
SKILLS N/A		
DATA DRAIN ITEMS		
Ocean Gloves, Ankokushiki, Exhaustion		
LOCATION		
Σ Generous Bemused Virgin		



MOD NARYLON

Species: Astro

LV 58	SIZE M	DD TYPE Astro Prince
HP/SP/PP 2370/1165/1760	ELM. D	TOL. D
M/B RES 18.4/59	P/M ATK 43.1/12.6	
P/M DEF 99/102	P/M ACC 65.8/89	
P/M EVD 17.5/88	E 23.2	W 23.2 F 23.2
WD 23.2	T 5.8	D 29
SKILLS Oia Repth		
DATA DRAIN ITEMS		
Virus Core H, Ankokushiki, Frost Hauber		
LOCATION		
Σ Dying Windmill's Neigh		



NEGA GUARDIAN

Species: Guardian

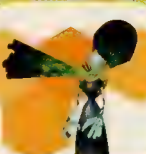
LV 59	SIZE M	DD TYPE Kakasinger
HP/SP/PP 2410/595/1790	ELM. E	TOL. MA
M/B RES 18.7/100	P/M ATK 35.9/41.6	
P/M DEF 133/53.6	P/M ACC 66.9/89.5	
P/M EVD 17.8/29.6	E 29.7	W 23.6 F 23.6
WD 5.9	T 23.6	D 23.6
SKILLS GiGan Don, GiGan Zot		
DATA DRAIN ITEMS		
Virus Core H, Water Beast, Artisan Axe		
LOCATION		
Σ Blooming Law's Ridgeline*		



TIME VIBITION

Species: Astro

LV 59	SIZE M	DD TYPE Astro Prince
HP/SP/PP 2410/1185/1790	ELM. W	TOL. W
M/B RES 18.7/60	P/M ATK 43.8/30.5	
P/M DEF 116.4/103.5	P/M ACC 66.9/90.5	
P/M EVD 17.8/89	E 23.6	W 29 F 5.9
WD 23.6	T 23.6	D 23.6
SKILLS OrRue Rom		
DATA DRAIN ITEMS		
Virus Core H, Professional, Frost Hauber		
LOCATION		
Σ Dying Grieving Battlefield		



ANEDAL

Species: Lizard

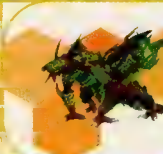
LV 60	SIZE L	DD TYPE Red Wym
HP/SP/PP 20780/605/3620	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 50.5/13	132/160
P/M DEF 92/80	P/M ACC 18.1/18.1	
P/M EVD 24	E 24	W 24 F 24
WD 24	T 24	D Vak
SKILLS Kruz		
DATA DRAIN ITEMS		
Go-In-Circles, Dispeller, Water Beast		
LOCATION		
Σ Ancient Destroyer's Battlefield		



GR=GO&I

Species: Lizard

LV 60	SIZE L	DD TYPE Grangon
HP/SP/PP 20780/605/3620	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 50.5/13	
P/M DEF 155/96.5	P/M ACC 92/92	
P/M EVD 18.1/18.1	E 24	W 24 F 24
WD 24	T 24	D 24
SKILLS MeVak Kruz		
DATA DRAIN ITEMS		
Virus Core I, Water Beast, Sea Greaves		
LOCATION		
Σ Ancient Destroyer's Battlefield		



DEATH IMPLANT

Species: Alien

LV 60	SIZE L	DD TYPE Astro Prince
HP/SP/PP 4850/1805/3620	ELM. T	TOL. T
M/B RES 31/73	P/M ATK 44.5/13	
P/M DEF 112/105	P/M ACC 68/92	
P/M EVD 18.1/150	E 24	W 24 F 24
WD 24	T 30	D 6
SKILLS MeRai Rom		
DATA DRAIN ITEMS		
Virus Core I, Specter Blades, Frost Hauber		
LOCATION		
Σ Quiet Grieving Grasslands*		



EVIL HORN

Species: Horn

LV 60	SIZE M	DD TYPE Long Lived
HP/SP/PP 1840/305/910	ELM. L	TOL. MA
M/B RES 55/7	P/M ATK 6.5/37	
P/M DEF 110/105	P/M ACC 49/92	
P/M EVD 30.1/33	O E 24	W 24 F 30
WD 24	T 24	D RaJuk
SKILLS Zot, Ranki Lei		
DATA DRAIN ITEMS		
Virus Core H, Fox Crest, Tenami		
LOCATION		
Σ Quiet Grieving Grasslands*		



MAGATUNKURO

Species: Golem

LV 60	SIZE L	DD TYPE Death Head
HP/SP/PP 4850/1805/3620	ELM. D	TOL. D
M/B RES 19/100	P/M ATK 38.5/38.5	
P/M DEF 124/73	P/M ACC 68/92	
P/M EVD 18.1/18.1	E 36	W 36 F 36
WD 36	T 6	D 60
SKILLS Ani Don		
DATA DRAIN ITEMS		
Virus Core I, Sea Greaves, Dragnir		
LOCATION		
Σ Merciless Grieving Furnace		




UNDERAN VOOOOO

Species: Head


LV 61	SIZE M	DD TYPE Death Head
HP/SP/PP 2490/920/1850	ELM. D	TOL. D
M/B RES 19.3/100	P/M ATK 39.1/33	
P/M DEF 125.7/74.2	P/M ACC 111.8/50.8	
P/M EVD 18.4/18.4	E 48.8	W 48.8 F 48.8
WD 48.8	T 0	D 61
SKILLS Suvi Lei		
DATA DRAIN ITEMS		
Virus Core H, Lava Greaves, Erling's Spear		
LOCATION		
Σ Noisy Sacred Ringing Ears		



MUGA WYVERN

LV 61	SIZE M	DD TYPE Wiggly
HP/SP/PP 2490/920/1850	ELM. W	TOL. W
M/B RES 100/31.5	P/M ATK 33/19.8	
P/M DEF 56.9/18.8	P/M ACC 93.5/50.8	
P/M EVD 145.9/18.4	E 24.4	W 31 F 6.1
WD 24.4	T 24.4	D 24.4
SKILLS Duk Lei		
DATA DRAIN ITEMS		
Virus Core H, Smiling Blade, Blaze Solleret		
LOCATION		
Σ Noisy Sacred Ringing Ears		


BEE COMMANDO

LV 62	SIZE L	DD TYPE Wiggly
HP/SP/PP 5010/935/3740	ELM. N/A	TOL. N/A
M/B RES 100/32	P/M ATK 39.7/20.1	
P/M DEF 61.6/37.7	P/M ACC 95/51.6	
P/M EVD 141.6/18.7	E 24.8	W 24.8 F 24.8
WD 24.8	T 24.8	D 24.8
SKILLS Duk Lei		
DATA DRAIN ITEMS		
Virus Core I, Destroyer, Blaze Solleret		
LOCATION		
Σ Noisy Sacred Ringing Ears		


OLYDON

LV 64	SIZE L	DD TYPE Dragon Puppy
HP/SP/PP 5170/645/3860	ELM. F	TOL. F
M/B RES 65/65	P/M ATK 53.7/13.8	
P/M DEF 163/102.9	P/M ACC 98/98	
P/M EVD 19.3/19.3	E 6.4	W 25.6 F 25.6
WD 64	T 25.6	D 25.6
SKILLS OrmJuk Kruz		
DATA DRAIN ITEMS		
Virus Core I, Blaze Hauberk, Avenger		
LOCATION		
Σ Barking Hot-blooded 500 Lohan		

NIGHTMARE

LV 65	SIZE M	DD TYPE Razine
HP/SP/PP 2650/655/1970 D	ELM. N/A	TOL. 7.5/4
M/B RES 6.5	P/M ATK 41.5/33.5	
P/M DEF 122.5/78.5	P/M ACC 99.5/99.5	
P/M EVD 19.6/6.6	E 26	W 26 F 26
WD 26	T 0	D 33
SKILLS BiAni Don		
DATA DRAIN ITEMS		
Virus Core H, Fire Dragon, Shin		
LOCATION		
Σ Fleeting Fallow Chaos		

HE(OH)U&QIER

LV 66	SIZE M	DD TYPE Headhunter
HP/SP/PP 20858/665/2690	ELM. D	TOL. N/A
M/B RES 100/100	P/M ATK 55.3/35.5	
P/M DEF 134.2/80.2	P/M ACC 74.6/54.8	
P/M EVD 19.9/19.9	E 40	W 40 F 40
WD 40	T 40	D 40
SKILLS MeAni Zot		
DATA DRAIN ITEMS		
Oaken Greaves, Kokoro, Damascus Spear		
LOCATION		
Σ Entwined Prejudiced Chaos		

APN FOUKE

LV 62	SIZE L	DD TYPE Kakasinger
HP/SP/PP 5010/625/3740	ELM. T	TOL. T
M/B RES 19.6/100	P/M ATK 58.3/31.5	
P/M DEF 149/56.3	P/M ACC 70.2/94	
P/M EVD 18.7/6.3	E 24.8	W 24.8 F 24.8
WD 24.8	T 37	D 6.2
SKILLS Ap Corv		
DATA DRAIN ITEMS		
Virus Core I, Fairy Axe, Fire Beast		
LOCATION		
Σ Generous Bemused Virgin		

DARK DURI

LV 63	SIZE S	DD TYPE Long Lived
HP/SP/PP 670/320/325 D	ELM. D	TOL. 32.5/
M/B RES 7.3	P/M ATK 6.8/26.2	
P/M DEF 82.9/90.6	P/M ACC 51.4/77.6	
P/M EVD 31.6/33.9	E 25.2	W 25.2 F 25.2
WD 25.2	T 0	D 31
SKILLS BiAni Don, Dek Do		
DATA DRAIN ITEMS		
Virus Core G, Wolf Crest, Cosmic Staff		
LOCATION		
Σ Noisy Sacred Ringing Ears		


DEJECTED

LV 64	SIZE M	DD TYPE Astro Prince
HP/SP/PP 2610/1285/1940	ELM. F	TOL. F
M/B RES 20.2/65	P/M ATK 47.3/33	
P/M DEF 124.4/111	P/M ACC 72.4/98	
P/M EVD 19.3/94	E 25.6	W 6.4 F 32
WD 25.6	T 25.6	D 25.6
SKILLS RaVak Don, Rip Maen		
DATA DRAIN ITEMS		
Virus Core H, Blaze Hauberk, Shin		
LOCATION		
Σ Fleeting Fallow Chaos		

DOD NAYLON

LV 65	SIZE M	DD TYPE Astro Prince
HP/SP/PP 2650/1305/1970	ELM. F	TOL. F
M/B RES 20.5/66	P/M ATK 48/14	
P/M DEF 119.5/112.5	P/M ACC 73.5/99.5	
P/M EVD 19.6/95	E 26	W 6.5 F 32
WD 26	T 26	D 26
SKILLS Ola Repth		
DATA DRAIN ITEMS		
Virus Core H, Shin, Spirit Hauberk		
LOCATION		
Σ Fleeting Fallow Chaos		

HAND OF DOD

LV 67	SIZE M	DD TYPE Porolin
HP/SP/PP 2730/675/2030	ELM. L	TOL. MA
M/B RES 7.7/47.9	P/M ATK 42.7/7.2	
P/M DEF 135.9/80.9	P/M ACC 102.5/54.6	
P/M EVD 20.2/6.8	E 0	W 26.8 F 26.8
WD 33	T 26.8	D 26.8
SKILLS N/A		
DATA DRAIN ITEMS		
Virus Core H, Tree Beast, Last Tess		
LOCATION		
Σ Entwined Prejudiced Chaos		


HE(OH)U&QIER

LV 62	SIZE M	DD TYPE Headhunter
HP/SP/PP 20806/625/2530	ELM. D	TOL. N/A
M/B RES 100/100	P/M ATK 52.1/33.5	
P/M DEF 127.4/75.4	P/M ACC 70.2/51.6	
P/M EVD 18.7/18.7	E 24	W 24 F 24
WD 24	T 24	D 24
SKILLS Ani Zot		
DATA DRAIN ITEMS		
Virus Core H, Demon Spear, Lava Greaves		
LOCATION		
Σ Greedy Gambler's Drift		

EART-MAN DRILL

LV 63	SIZE L	DD TYPE Kakasinger
HP/SP/PP 6350/635/5060 E	ELM. PA	TOL. 19.9
M/B RES 100	P/M ATK 40.3/32	
P/M DEF 36.5/76.1	P/M ACC 71.3/95.5	
P/M EVD 19/6.4	E 38	W 25.2 F 25.2
WD 6.3	T 25.2	D 25.2
SKILLS OrGan Rom, Ol Repth		
DATA DRAIN ITEMS		
Virus Core I, Fire Beast, Dark God's Axe		
LOCATION		
Σ Fleeting Fallow Chaos		


DEATH SP-R&AI

LV 64	SIZE L	DD TYPE Death Implant
HP/SP/PP 20832/645/3860	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 60.1/39.4	
P/M DEF 168/111	P/M ACC 72.4/98	
P/M EVD 19.3/158	E 25.6	W 25.6 F 25.6
WD 25.6	T 25.6	D 25.6
SKILLS Lanceror Ch, Mumyn Lei		
DATA DRAIN ITEMS		
Spirit Dragon, Hunting Guard, Stealth Blades		
LOCATION		
Σ Tested Morphean Alchemy		

BAND MOUNTAIN

LV 66	SIZE L	DD TYPE Moai
HP/SP/PP 5330/665/3980 E	ELM. PA	TOL. 67/6
M/B RES 42.1/40.1	P/M ATK 167/53.8	
P/M DEF 101/53.8	P/M ACC 19.9/6.7	
P/M EVD 33.2	E 26.4	W 26.4 F 6.6
WD 26.4	T 26.4	D OrGan
SKILLS Zot, Rig Saern		
DATA DRAIN ITEMS		
Virus Core I, Lumberjack, Oaken Leg Mail		
LOCATION		
Σ Fleeting Fallow Chaos		

AZANTHASTOR

LV 67	SIZE L	DD TYPE Minnow
HP/SP/PP 5410/675/4040	ELM. W	TOL. W
M/B RES 21.1/68	P/M ATK 42.7/40.7	
P/M DEF 115.9/80.9	P/M ACC 75.7/54.6	
P/M EVD 20.2/6.8	E 26.8	W 33 F 0
WD 26.8	T 26.8	D 26.8
SKILLS PhaRue Zot, Suvi Lei		
DATA DRAIN ITEMS		
Virus Core I, Cave Bear Hood, Seventh Seal		
LOCATION		
Σ Fleeting Fallow Chaos		

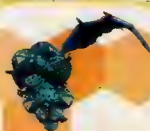
DARK MAIDEN Species: Magic-User

LV 68	SIZE S	DD TYPE	Flamer
HP/SP/PP	1400/345/418	ELM.	D TOL. D
M/B RES	62.2/7.8	P/M ATK	7.3/28.2
P/M DEF	112/117	P/M ACC	21.4/124.4
P/M EVD	34.1/35.4	E 27.2	W 27.2 F 27.2
WD 27.2	T 0	D 34	
SKILLS	BiAni Don, Mumyn Lei		
DATA DRAIN ITEMS	Virus Core G, Airy Robes, Heh Heh Heh		
LOCATION	Σ Screaming Wind Sand's Fate Castle		


STARE

Species: Demon

LV 68	SIZE L	DD TYPE	Bat
HP/SP/PP	5490/685/4100	ELM.	F TOL. MA
M/B RES	78/78	P/M ATK	43.3/55.4 158/69.4
P/M DEF	90.4/104	P/M ACC	20.5/30.4
P/M EVD	27.2	E 6.8	W 41 F 27.2
WD 27.2	T 27.2	D RaVak	
SKILLS	Don, Miu Lei		
DATA DRAIN ITEMS	N/A		
LOCATION	Σ Screaming Wind Sand's Fate Castle		


GR=GO&I

Species: Lizard

LV 68	SIZE L	DD TYPE	Glygon
HP/SP/PP	20884/685/4100	ELM.	N/A TOL. N/A
M/B RES	100/100	P/M ATK	56.9/14.6
P/M DEF	171/109.3	P/M ACC	104/104
P/M EVD	20.5/20.5	E 27.2	W 27.2 F 27.2
WD 27.2	T 27.2	D 27.2	
SKILLS	MeVak Kruz		
DATA DRAIN ITEMS	Virus Core I, Tree Beast, Oaken Greaves		
LOCATION	Σ Abrasive False Tragedy		


SKALL DEILGON Species: Undead

LV 68	SIZE L	DD TYPE	Skull Devilgon
HP/SP/PP	20884/685/4100	ELM.	D TOL. N/A
M/B RES	100/100	P/M ATK	56.9/36.5
P/M DEF	137.6/82.6	P/M ACC	76.8/104
P/M EVD	20.5/20.5	E 60	W 60 F 60
WD 60	T 60	D 60	
SKILLS	N/A		
DATA DRAIN ITEMS	Shy Staff, Aquaspear, Oaken Leg Mail		
LOCATION	Σ Tested Morphean Alchemy		


LICH

Species: Magic-User (M)

LV 69	SIZE M	DD TYPE	Long Lived
HP/SP/PP	2110/350/1045	ELM.	D TOL. MA
M/B RES	63.1/7.9	P/M ATK	7.4/42.4
P/M DEF	123.5/118.5	P/M ACC	56.2/105.5
P/M EVD	34.6/35.7	E 34	W 27.6 F 27.6
WD 0	T 27.6	D 27.6	
SKILLS	MeRai Rom, Ranki Lei		
DATA DRAIN ITEMS	Virus Core H, Cygnus Rod, Phoenix's Fire		
LOCATION	Σ Screaming Wind Sand's Fate Castle		


STAR VIKING

Species: Alien

LV 69	SIZE L	DD TYPE	Astro Prince
HP/SP/PP	5570/2075/4160	ELM.	T TOL. T
M/B RES	35.5/83.8	P/M ATK	50.8/42.4
P/M DEF	132.4/118.5	P/M ACC	77.9/105.5
P/M EVD	20.8/168	E 27.6	W 27.6 F 27.6
WD 27.6	T 34	D 6.9	
SKILLS	MeRai Rom, Mumyn Lei		
DATA DRAIN ITEMS	Virus Core I, Stream Sword, Five Stars		
LOCATION	Λ Stalking Betrayed Nothingness		


W'DSTOAK

Species: Plant

LV 70	SIZE L	DD TYPE	Wood Stock
HP/SP/PP	20910/705/4220	ELM.	L TOL. N/A
M/B RES	100/100	P/M ATK	58.5/35.5
P/M DEF	141/84.5	P/M ACC	79/57
P/M EVD	21.1/7.1	E 0	W 28 F 28
WD 42.2	T 28	D 28	
SKILLS	PhaJuk Rom		
DATA DRAIN ITEMS	Ion Guard, Storm Hauberk, Nil and Despair		
LOCATION	Σ Screaming Wind Sand's Fate Castle		


SKULL DEVILGON Species: Undead

LV 70	SIZE L	DD TYPE	Death Head
HP/SP/PP	5650/2105/4220	ELM.	D TOL. D
M/B RES	22/100	P/M ATK	44.5/37.5
P/M DEF	141/85	P/M ACC	79/107
P/M EVD	21.1/21.1	E 56	W 56 F 56
WD 56	T 0	D 70	
SKILLS	N/A		
DATA DRAIN ITEMS	Virus Core I, Minerva, Tri Tips		
LOCATION	Λ Stalking Betrayed Nothingness		

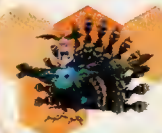

WOOD MAIDEN Species: Magic-User (F)

LV 71	SIZE S	DD TYPE	Flamer
HP/SP/PP	1460/360/436	ELM.	L TOL. L
M/B RES	64.9/8.1	P/M ATK	7.6/29.4
P/M DEF	116.5/121.5	P/M ACC	22.3/129.8
P/M EVD	35.6/36.3	E 28.4	W 28.4 F 37
WD 28.4	T 28.4	D RaJuk	
SKILLS	Zot, Mumyn Lei Virus Core J,		
DATA DRAIN ITEMS	Burning Brand, Thunder Robes		
LOCATION	Σ Unmatched Worst Abyss		


AURORA FEATHER

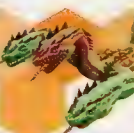
Species: Bird

LV 71	SIZE L	DD TYPE	Pippy
HP/SP/PP	5730/715/4280	ELM.	L TOL. L
M/B RES	36.5/64.9	P/M ATK	45.1/7.6
P/M DEF	122.7/57.3	P/M ACC	108.5/107.5
P/M EVD	172/7.2	E 7.1	W 28.4 F 28.4
WD 35	T 28.4	D 28.4	
SKILLS	RaJuk Rom		
DATA DRAIN ITEMS	Virus Core L, Vibrant Blade, Shield Gloves		
LOCATION	Σ Unmatched Worst Abyss		


JEALOUS COBRA

Species: Snake

LV 72	SIZE M	DD TYPE	Charmor
HP/SP/PP	2930/1445/2180	ELM.	E TOL. E
M/B RES	29.8/73	P/M ATK	45.7/29.8
P/M DEF	134.4/144.4	P/M ACC	81.2/59.6
P/M EVD	21.7/174	E 38	W 7.2 F 7.2
WD 0	T 7.2	D 7.2	
SKILLS	Miu Lei		
DATA DRAIN ITEMS	Virus Core K, Ebony Greaves, Night Solerret		
LOCATION	Σ Unmatched Worst Abyss		


DRILL IDOL

Species: Golem

LV 73	SIZE L	DD TYPE	Kakasinger
HP/SP/PP	5890/735/4400	ELM.	T TOL. T
M/B RES	30.2/100	P/M ATK	68.2/37
P/M DEF	171/66.2	P/M ACC	82.3/110.5
P/M EVD	22/7.4	E 29.2	W 29.2 F 29.2
WD 29.2	T 45	D 7.3	
SKILLS	Ap Corv		
DATA DRAIN ITEMS	Virus Core L, Brute's Axe, Thunder Beast		
LOCATION	Σ Unmatched Worst Abyss		


DEMON WYVERN

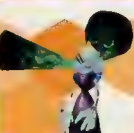
Species: Insect

LV 73	SIZE M	DD TYPE	Wiggly
HP/SP/PP	2970/1100/2210	ELM.	W TOL. W
M/B RES	100/37.5	P/M ATK	39/23.4
P/M DEF	67.7/29.7	P/M ACC	111.5/60.4
P/M EVD	168.7/22	E 29.2	W 38 F 7.3
WD 29.2	T 29.2	D 29.2	
SKILLS	Duk Lei		
DATA DRAIN ITEMS	Virus Core K, Vajira, Storm Solerret		
LOCATION	Σ Graceful Tempting Fallen Angel		


CONQUEROR

Species: Alien

LV 74	SIZE M	DD TYPE	Astro Prince
HP/SP/PP	3010/1485/2240	ELM.	D TOL. D
M/B RES	23.2/75	P/M ATK	54.3/38
P/M DEF	140.4/126	P/M ACC	83.4/113
P/M EVD	22.3/104	E 29.6	W 29.6 F 29.6
WD 29.6	T 7.4	D 37	
SKILLS	PhaAni Don, Rip Maen		
DATA DRAIN ITEMS	Virus Core K, Saburo, Storm Hauberk		
LOCATION	O Cruel Vindictive Scars		


ALUCARD

Species: Demon

LV 75	SIZE M	DD TYPE	Bat
HP/SP/PP	3050/755/2270	ELM.	F TOL. F
M/B RES	100/38.5	P/M ATK	47.5/38.5
P/M DEF	149.5/105	P/M ACC	99.5/114.5
P/M EVD	22.6/32.5	E 30	W 7.5 F 45
WD 30	T 30	D 30	
SKILLS	Suvi Lei, Rip Maen		
DATA DRAIN ITEMS	Virus Core K, Mizuchi, Rat Crest		
LOCATION	O Cruel Vindictive Scars		

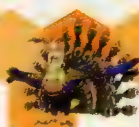


EARTH HSIEN Species: Magic User (M)

LV 75	SIZE S	DD TYPE Long Lived
HP/SP/PP 790/380/385	ELM. E	TOL. E
M/B RES 38.5/8.5	P/M ATK 8/31	
P/M DEF 98.5/105	P/M ACC 61/92	
P/M EVD 37.8/37.5	E 37	W 30 F 30
WD 0	T 30	D 30
SKILLS OrGan Don, Dek Do		
DATA DRAIN ITEMS		
Virus Core J, Stun Rod, Rat Crest		
LOCATION		
O Cruel Vindictive Scars		


RAINBOW TAIL

Species: Bird

LV 76	SIZE L	DD TYPE Pippy
HP/SP/PP 6130/765/4580 L	ELM. L	TOL. 39/69
M/B RES 4	P/M ATK 48.1/23.3	
P/M DEF 131.2/61.3	P/M ACC 116/115	
P/M EVD 182/7.7	E 7.6	W 30.4 F 30.4
WD 40	T 30.4	D 30.4
SKILLS RaJuk Rom		
DATA DRAIN ITEMS		
Virus Core L, Black Axe, Jet Greaves		
LOCATION		
O Cruel Vindictive Scars		


DARK STARFISH

Species: Fish

LV 78	SIZE L	DD TYPE Minnow
HP/SP/PP 6290/785/4700	ELM. W	TOL. W
M/B RES 40/66.8	P/M ATK 49.3/47.3	
P/M DEF 134.8/94.1	P/M ACC 87.8/63.4	
P/M EVD 23.5/7.9	E 31.2	W 40 F 7.8
WD 31.2	T 31.2	D 31.2
SKILLS PhaRue Zot, Suvi Lei		
DATA DRAIN ITEMS		
Virus Core L, Shichiyou, Night Ape Hood		
LOCATION		
O Cruel Vindictive Scars		

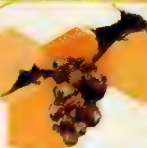
DARK ASTEROID

Species: Alien

LV 78	SIZE L	DD TYPE Astro Prince
HP/SP/PP 6290/2345/4700	ELM. D	TOL. D
M/B RES 40/84.6	P/M ATK 57.1/55.8	
P/M DEF 154.8/132	P/M ACC 87.8/119	
P/M EVD 23.5/188	E 31.2	W 31.2 F 31.2
WD 31.2	T 7.8	D 40
SKILLS PhaAni Zot, Mumyn Lei		
DATA DRAIN ITEMS		
Virus Core L, Dragon and Tiger, Ebony Hauberk		
LOCATION		
O Collapsed Trader's Fort		

DEATH GLARE

Species: Demon

LV 79	SIZE L	DD TYPE Bat
HP/SP/PP 6370/795/4760	ELM. F	TOL. MA
M/B RES 89/89	P/M ATK 49.9/84.2	
P/M DEF 180/78.2	P/M ACC 104.7/120.5	
P/M EVD 23.8/33.7	E 31.6	W 7.9 F 47.6
WD 31.6	T 31.6	D 31.6
SKILLS PhaVak Don, Miu Lei		
DATA DRAIN ITEMS		
Virus Core L, Kiki and Lala, Raven Crest		
LOCATION		
O Collapsed Trader's Fort		

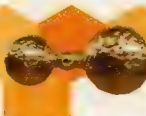
AIR0*A FE/TH&R

Species: Bird

LV 80	SIZE L	DD TYPE Aurora Feather
HP/SP/PP 21040/805/12050	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 66.5/8.5	
P/M DEF 138/96.5	P/M ACC 122/121	
P/M EVD 190/8.1	E 32	W 32 F 32
WD 32	T 32	D 32
SKILLS Krake Ri		
DATA DRAIN ITEMS		
Shadow Guard, Miracle Axe, Junk Sword		
LOCATION		
O Sickened Imprisoned Fallen Angel		


THE GUARDIAN

Species: Lizard

LV 80	SIZE L	DD TYPE The Bracelet
HP/SP/PP 9999/805/3000	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 74.5/25	
P/M DEF 195/128.5	P/M ACC 122/122	
P/M EVD 24.1/24.1	E 25.6	W 25.6 F 25.6
WD 25.6	T 25.6	D 25.6
SKILLS Yarkions Pha, Lancelor Pha, Lv 4 Gan & Rai		
DATA DRAIN ITEMS		
The Sun Fang, Demon Mail, Noble Wine		
LOCATION		
O Splendid Emerald Nobleman		

PUMPKIN HEAD

Species: Ghost

LV 80	SIZE M	DD TYPE Odoro
HP/SP/PP 3250/1605/2420	ELM. D	TOL. PA
M/B RES 49/97	P/M ATK 34.5/17	
P/M DEF 255/90	P/M ACC 90/98	
P/M EVD 99/85	E 32	W 32 F 32
WD 32	T 0	D 40.2
SKILLS BiAni Don		
DATA DRAIN ITEMS		
Virus Core K, Dharma Wand, Mage's Robes		
LOCATION		
O Collapsed Trader's Fort		


/ONBELLAS&A

Species: Goblin


LV 80	SIZE L	DD TYPE IronBall Mania
HP/SP/PP 21040/805/12050	ELM. E	TOL. N/A
M/B RES 100/100	P/M ATK 66.5/8.5	
P/M DEF 138/96.5	P/M ACC 122/65	
P/M EVD 24.1/8.1	E 72	W 72 F 72
WD 72	T 72	D 72
SKILLS N/A		
DATA DRAIN ITEMS		
Bladed Gloves, Kiki and Lala, Made in Heaven		
LOCATION		
O Sickened Imprisoned Fallen Angel		

LICH LORD

Species: Magic-User (M)

LV 80	SIZE M	DD TYPE Long Lived
HP/SP/PP 2440/405/1210	ELM. T	TOL. MA
M/B RES 73/9	P/M ATK 8.5/49	
P/M DEF 140/135	P/M ACC 65/122	
P/M EVD 40.1/39	E 32	W 32 F 32
WD 32	T 40	D 0
SKILLS Lancelor Ch, Ranki Lei		
DATA DRAIN ITEMS		
N/A		
LOCATION		
Σ Breezing Sage's Walkway		

NEPTUNE MEDUSA Species: Snake

LV 81	SIZE M	DD TYPE Charmer
HP/SP/PP 3290/1625/2450	ELM. E	TOL. E
M/B RES 33.4/82	P/M ATK 51.1/33.4	
P/M DEF 149.7/159.7	P/M ACC 91.1/66.8	
P/M EVD 24.4/192	E 41	W 8.1 F 8.1
WD 0	T 8.1	D 8.1
SKILLS Miu Lei		
DATA DRAIN ITEMS		
Virus Core K, Alert Greaves, Guard Solleret		
LOCATION		
Σ Nameless Pseudo Sea of Sand		


&OM<D GO=

Species: Golem

LV 84	SIZE L	DD TYPE Comad Goo
HP/SP/PP 21092/845/5080	ELM. T	TOL. T
M/B RES 100/100	P/M ATK 69.7/42.5	
P/M DEF 183/76.1	P/M ACC 94.4/127	
P/M EVD 25.3/8.5	E 33.6	W 33.6 F 33.6
WD 33.6	T 50	D 8.4
SKILLS MeRai Rom		
DATA DRAIN ITEMS		
Gaia's Axe, Ragaraja Mail, Hell's Herald		
LOCATION		
Δ Reincarnated Purgatorial Altar		

TI&E VIANTOS

Species: Alien

LV 84	SIZE M	DD TYPE Time Visitor
HP/SP/PP 21092/1885/2540	ELM. N/A	TOL. N/A
M/B RES 100/100	P/M ATK 78.1/51.4	
P/M DEF 156.4/141	P/M ACC 94.4/128	
P/M EVD 25.3/114	E 33.6	W 33.6 F 33.6
WD 33.6	T 33.6	D 33.6
SKILLS PhaAni Don		
DATA DRAIN ITEMS		
Diablo Blades, Able Lamellar, Banyuinryoko		
LOCATION		
Δ Reincarnated Purgatorial Altar		

HOUEGO&M

Species: Golem

LV 84	SIZE L	DD TYPE House Golem
HP/SP/PP 21092/845/6740	ELM. E	TOL. MA
M/B RES 100/100	P/M ATK 52.9/42.5	
P/M DEF 183/101.3	P/M ACC 94.4/127	
P/M EVD 25.3/8.5	E 50	W 33.6 F 33.6
WD 8.4	T 33.6	D 33.6
SKILLS OrGan Don		
DATA DRAIN ITEMS		
Able Lamellar, Spirit Lance, Sin of Hades		
LOCATION		
Δ Reincarnated Purgatorial Altar		

GOB MACHINE

Species: Goblin

LV 85	SIZE S	DD TYPE Gremlin
HP/SP/PP 1740/855/1285	ELM. E	TOL. E
M/B RES 26.5/86	P/M ATK 53.5/9	
P/M DEF 146.5/102.5	P/M ACC 95.5/69	
P/M EVD 25.6/8.6	E 25	W 8.5 F 8.5
WD 0	T 8.5	D 8.5
SKILLS N/A		
DATA DRAIN ITEMS		
Virus Core J, Suigetsu, Divine Gloves		
LOCATION		
O Muted Starving Dry Sea		

DRYOGON

Species: Lizard

LV 85	SIZE L	DD TYPE	Dragon Puppy
HP/SP/PP	6850/855/5120	ELM.	T TOL. T
M/B RES	86/86	P/M ATK	170.5/18
P/M DEF	205/136.5	P/M ACC	129.5/129.5
P/M EVD	25.6/25.6	E 34	W 34 F 34
WD 34	T 85	D 8.5	
SKILLS	MeRai Rom		
DATA DRAIN ITEMS			
Virus Core L, Guardian Blade, Killer Hauberk			
LOCATION			
Σ Breezing Sage's Walkway			



PAZUZU

Species: Undead

LV 85	SIZE L	DD TYPE	Death Head
HP/SP/PP	6850/2555/5120	ELM.	D TOL. D
M/B RES	26.5/100	P/M ATK	53.5/45
P/M DEF	166.5/103	P/M ACC	95.5/129.5
P/M EVD	25.6/25.6	E 68	W 68 F 68
WD 68	T 0	D 85	
SKILLS	N/A		
DATA DRAIN ITEMS			
Virus Core L, Rivergod Spear, Alert Greaves			
LOCATION			
O Dreaming Moonlit Gravestone			



BLUE WYRM

Species: Dragon

LV 85	SIZE L	DD TYPE	Dragon Puppy
HP/SP/PP	6850/855/5120	ELM.	W TOL. W
M/B RES	86/86	P/M ATK	53.5/18
P/M DEF	192/153.5	P/M ACC	129.5/112.5
P/M EVD	25.6/25.6	E 34	W 40 F 8.5
WD 34	T 34	D 34	
SKILLS	MeRai Rom		
DATA DRAIN ITEMS			
Virus Core L, Guardian Blade, Linen Cuirass			
LOCATION			
O Rotting Countless Sacrifice			



FLAME MAIDEN

Species: Magic-User (F)

LV 85	SIZE S	DD TYPE	Flamer
HP/SP/PP	1740/430/520	F	ELM. F TOL. 77.5/
M/B RES	9.5	P/M ATK	9/35
P/M DEF	137.5/142.5	P/M ACC	26.5/155
P/M EVD	42.6/40.5	E 34	W 0 F 42
WD 34	T 34	D 34	
SKILLS	GiVak Don, Murrin Lei		
DATA DRAIN ITEMS			
Virus Core J, Commandments, Sublime Stole			
LOCATION			
O Muted Starving Dry Sea			



VLITRAMASTER

Species: Snake

LV 86	SIZE M	DD TYPE	Charmr
HP/SP/PP	3490/1725/2600	ELM.	E TOL. E
M/B RES	35.4/87	P/M ATK	54.1/35.4
P/M DEF	158.2/168.2	P/M ACC	96.6/70.8
P/M EVD	25.9/202	E 43	W 8.6 F 8.6
WD 0	T 8.6	D 8.6	
SKILLS	Miu Lei		
DATA DRAIN ITEMS			
Virus Core K, Greaves of Awe, Magus Solieret			
LOCATION			
O Rotting Countless Sacrifice			



DARK LORD

Species: Magic-User (M)

LV 87	SIZE M	DD TYPE	Long Lived
HP/SP/PP	2650/440/1315	D	ELM. MA TOL. 79.3/
M/B RES	9.7	P/M ATK	9.2/53.2
P/M DEF	150.5/145.5	P/M ACC	70.6/132.5
P/M EVD	43.6/41.1	E 34.8	W 34.8 F 34.8
WD 34.8	T 0	D 45	
SKILLS	Wryneck Ch, Renki Lei		
DATA DRAIN ITEMS			
Virus Core K, Master Asia, Angel Chain			
LOCATION			
O Hidden Darkside Holy Ground			



CERBERUS

Species: Hound

LV 88	SIZE L	DD TYPE	Little Doggie
HP/SP/PP	7090/885/5300	ELM.	F TOL. F
M/B RES	45/100	P/M ATK	55.3/44.5
P/M DEF	151.6/106.1	P/M ACC	98.8/115.4
P/M EVD	26.5/8.9	E 35.2	W 0 F 80
WD 35.2	T 35.2	D 35.2	
SKILLS	Repth		
DATA DRAIN ITEMS			
Virus Core L, Spirit Lance, Fallen Pope			
LOCATION			
O Splendid Emerald Nobleman			



PANDORA'S BOX

Species: Mimic

LV 89	SIZE S	DD TYPE	Fake Money
HP/SP/PP	3610/1785/2690	ELM.	N/A TOL. PA
M/B RES	100/100	P/M ATK	47/9.4
P/M DEF	297/45.5	P/M ACC	99.9/72.2
P/M EVD	26.8/8.9	E 89	W 89 F 89
WD 89	T 89	D 89	
SKILLS	Renki Lei		
DATA DRAIN ITEMS			
Virus Core J, Demon's Hands, Uber Guard			
LOCATION			
Δ Reincarnated Purgatorial Altar			



HELL SLICER

Species: Crustacean

LV 89	SIZE M	DD TYPE	Monkey Crab
HP/SP/PP	3610/895/2690	ELM.	W TOL. PA
M/B RES	125.7/45.5	P/M ATK	55.9/27.2
P/M DEF	193/80.6	P/M ACC	135.5/72.2
P/M EVD	26.8/9	E 35.6	W 44.7 F 9.1
WD 35.6	T 35.6	D 35.6	
SKILLS	MeRue Zot		
DATA DRAIN ITEMS			
Virus Core K, Alien Leg Mail, Angel Helm			
LOCATION			
O Seeding Quicksilver Twins*			



SEAR \$ATAR

Species: Lizard

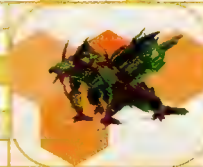
LV 90	SIZE L	DD TYPE	Star Eater
HP/SP/PP	21170/905/5420	ELM.	W TOL. N/A
M/B RES	100/100	P/M ATK	74.5/54.5
P/M DEF	155/108.5	P/M ACC	101/73
P/M EVD	27.1/9.1	E 40	W 40 F 40
WD 40	T 40	D 40	
SKILLS	PhaRue Zot, Suvi Lei		
DATA DRAIN ITEMS			
Virus Core L, Eternity, Valhalberd			
LOCATION			
Δ Reincarnated Purgatorial Altar			



GR=00&I

Species: Lizard

LV 90	SIZE L	DD TYPE	Grangon
HP/SP/PP	21170/905/5420	ELM.	N/A TOL. N/A
M/B RES	100/100	P/M ATK	74.5/19
P/M DEF	215/144.5	P/M ACC	137/137
P/M EVD	27.1/27.1	E 36	W 36 F 36
WD 36	T 36	D 36	
SKILLS	MeVak Kruz		
DATA DRAIN ITEMS			
Greaves of Awe, Ragaraja Mail, Chaos Sword			
LOCATION			
Δ Reincarnated Purgatorial Altar			



OMINOUS SKULL

Species: Undead

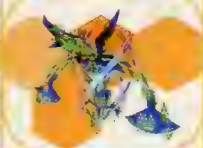
LV 90	SIZE L	DD TYPE	Death Head
HP/SP/PP	7250/2705/5420	ELM.	D TOL. N/A
M/B RES	28/100	P/M ATK	56.5/56.5
P/M DEF	175/109	P/M ACC	101/137
P/M EVD	27.1/27.1	E 54	W 54 F 54
WD 54	T 9	D 90	
SKILLS	Ani Don		
DATA DRAIN ITEMS			
Virus Core L, Plasma Lance, Greaves of Awe			
LOCATION			
O Seeding Quicksilver Twins*			



\$NDERAMQ\

Species: Demon

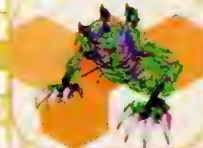
LV 90	SIZE L	DD TYPE	Wander Demon
HP/SP/PP	22570/905/13550	ELM.	F TOL. N/A
M/B RES	100/100	P/M ATK	74.5/46
P/M DEF	185/123	P/M ACC	119/137
P/M EVD	27.1/37	3 E 36	W 36 F 36
WD 36	T 36	D OrVak	
SKILLS	Rom		
DATA DRAIN ITEMS			
Virus Core L, Raian, Fallen Pope			
LOCATION			
O Reincarnated Elusive Lyric Poet			



MAGA*UMK\RO

Species: Undead

LV 90	SIZE L	DD TYPE	Magatunkuro
HP/SP/PP	21170/905/13550	ELM.	D TOL. N/A
M/B RES	100/100	P/M ATK	74.5/56.5
P/M DEF	175/109	P/M ACC	101/137
P/M EVD	27.1/27.1	E 54	W 54 F 54
WD 54	T 54	D 54	
SKILLS	N/A		
DATA DRAIN ITEMS			
Denial Greaves, Dimension, Yeah Pinos!			
LOCATION			
O Reincarnated Elusive Lyric Poet			



MADAM NIAGARA

Species: Magic-User (F)

LV 92	SIZE S	DD TYPE	Flamer
HP/SP/PP	1880/465/562	ELM.	W TOL. W
M/B RES	83.8/10.2	P/M ATK	9.7/37.8
P/M DEF	148/153	P/M ACC	74.6/167.6
P/M EVD	46.1/42.6	E 36.8	W 47 F 0
WD 36.8	T 36.8	D 36.8	
SKILLS	MeRue Rom, Murrin Lei		
DATA DRAIN ITEMS			
Virus Core J, Staff of Truth, Shadow Robes			
LOCATION			
O Hidden Darkside Holy Ground			



PSYCHE VISION		Species: Bird
LV 94	SIZE L DD TYPE Pippy	
HP/SP/PP 7570/945/5680	ELM. L TOL. L	
M/B RES 48/85.6	P/M ATK 58.9/28.7	
P/M DEF 161.8/75.7	P/M ACC 143/142	
P/M EVD 218/9.5	E 9.4 W 37.6 F 37.6	
WD 47 T 37.6 D 37.6		
SKILLS Phajuk Rom		
DATA DRAIN ITEMS		
Virus Core L, Maestro Axe, Hades Gloves		
LOCATION		
O Hidden Darkside Holy Ground		

AU[G/8KIEN		Species: Golem
LV 95	SIZE L DD TYPE Mu Guardian	
HP/SP/PP 21235/955/2870	ELM. E TOL. MA	
M/B RES 100/100	P/M ATK 78.5/67	
P/M DEF 205/86	P/M ACC 106.5/143.5	
P/M EVD 28.6/47.6	E 38 W 38 F 38	
WD 38 T 38 D 38		
SKILLS MeGan Rom, GiGan Zot		
DATA DRAIN ITEMS		
Shadow Robes, Caduceus Rod, Forsaken Light		
LOCATION		
O Hidden Darkside Holy Ground		

A:RO*A FE/TH&R		Species: Bird
LV 95	SIZE L DD TYPE Aurora Feather	
HP/SP/PP 21235/955/5720	ELM. N/A TOL. N	
M/B RES 100/100	P/M ATK 78.5/10	
P/M DEF 163.5/114.5	P/M ACC 144.5/143.5	
P/M EVD 220/9.6	E 38 W 38 F 38	
WD 38 T 38 D 38		
SKILLS Krake Pha		
DATA DRAIN ITEMS		
Uber Guard, Missing Axe, Bloodless		
LOCATION		
O Hidden Darkside Holy Ground		

\$NDR&MD\		Species: Demon
LV 95	SIZE L DD TYPE Wander Demon	
HP/SP/PP 22710/955/5720	ELM. F TOL. N/A	
M/B RES 100/100	P/M ATK 78.5/48.5	
P/M DEF 193.5/129	P/M ACC 125.5/144.5	
P/M EVD 28.6/38.5	E 38 W 38 F 38	
WD 38 T 38 D 38		
SKILLS OrVak Rom		
DATA DRAIN ITEMS		
Benevolence, Tiger King, Golden Crown		
LOCATION		
O Hidden Darkside Holy Ground		

SAN=HI/		Species: Earth Elemental
LV 95	SIZE L DD TYPE Sandhill	
HP/SP/PP 21235/955/5720	ELM. E TOL. E	
M/B RES 96/100	P/M ATK 78.5/57.5	
P/M DEF 225/86	P/M ACC 144.5/77	
P/M EVD 28.6/9.6	E 47 W 38 F 38	
WD 9.5 T 38 D 38		
SKILLS OrGan Zot		
DATA DRAIN ITEMS		
Virus Core L, Angel Axe, Spiked Guard		
LOCATION		
O Hidden Darkside Holy Ground		

DE{TH I\$PAA\$T		Species: Alien
LV 95	SIZE L DD TYPE Death Implant	
HP/SP/PP 21235/955/5720	ELM. N/A TOL. N	
M/B RES 100/100	P/M ATK 88/67.5	
P/M DEF 230/157.5	P/M ACC 106.5/144.5	
P/M EVD 28.6/220	E 38 W 38 F 38	
WD 38 T 38 D 38		
SKILLS N/A		
DATA DRAIN ITEMS		
Wand Wannabe, Usurper Helm, Sublimar		
LOCATION		
O Hidden Darkside Holy Ground		

ARMOR GENERAL		Species: Knife
LV 95	SIZE M DD TYPE Limp Knife	
HP/SP/PP 3850/955/2870	ELM. N/A TOL. N/A	
M/B RES 100/48.5	P/M ATK 59.5/10	
P/M DEF 183.5/76.5	P/M ACC 144.5/77	
P/M EVD 28.6/9.6	E 38 W 38 F 38	
WD 38 T 38 D 38		
SKILLS Ap Vob		
DATA DRAIN ITEMS		
Virus Core K, Ultimate Spear, Teumugari		
LOCATION		
O Hidden Darkside Holy Ground		

ASTRO KING		Species: Demon
LV 98	SIZE L DD TYPE Bat	
HP/SP/PP 7890/985/5900	ELM. F TOL. F	
M/B RES 99/99	P/M ATK 61.3/50	
P/M DEF 198.6/132.6	P/M ACC 129.4/149	
P/M EVD 29.5/39.4	E 39.2 W 9.8 F 57	
WD 39.2 T 39.2 D 39.2		
SKILLS Vulcan Rf		
DATA DRAIN ITEMS		
Virus Core L, Sublimar, Golden Crown		
LOCATION		
O Hidden Darkside Holy Ground		

THE BRACELET		Species: E.izard
LV 99	SIZE S DD TYPE Dragon Puppy	
HP/SP/PP 3000/995/-1	ELM. N/A TOL. N	
M/B RES 100/100	P/M ATK 61.9/60.4	
P/M DEF 262.7/188.6	P/M ACC 150.5/150.5	
P/M EVD 29.8/29.8	E 60 W 60 F 60	
WD 60 T 60 D 60		
SKILLS All Magic Attack Skills		
DATA DRAIN ITEMS		
N/A		
LOCATION		
O Rotting Countess Sacrifice		

Event Characters and Sub-Bosses

The following section provides detailed information about all of the Event Characters and Sub-Bosses you might encounter in the game. These include the Goblins from the "Let's Play Tag" series of challenges and the Bosses at the end of most of the dungeons. The Phase Enemies and main Bosses can be found in the following section.

The Goblins

STEHONEY		Species: Goblin
LV 5	SIZE S DD TYPE Gremlin	
HP/SP/PP 190/55/-1	ELM. N/A TOL. N/A	
M/B RES 20/100	P/M ATK 5.5/1	
P/M DEF 10.5/26.5	P/M ACC 7.5/5	
P/M EVD 1.6/99	E 2.7 W 0.5 F 0.5	
WD 0 T 0.5 D 0.5		
SKILLS N/A		
DATA DRAIN ITEMS		
N/A		
LOCATION		
Δ Detestable Golden Sunny Demon		

JONUE		Species: Goblin
LV 10	SIZE S DD TYPE Gremlin	
HP/SP/PP 330/105/-1	ELM. E TOL. N/A	
M/B RES 100/30	P/M ATK 8.5/1.5	
P/M DEF 19/38	P/M ACC 13/9	
P/M EVD 13.1/99	E 5.2 W 1 F 1	
WD 0 T 1 D 1		
SKILLS N/A		
DATA DRAIN ITEMS		
N/A		
LOCATION		
Δ Detestable Golden Messenger		

ZYAN		Species: Goblin
LV 15	SIZE S DD TYPE Gremlin	
HP/SP/PP 470/155/-1	ELM. E TOL. N	
M/B RES 100/100	P/M ATK 11.5/2	
P/M DEF 27.5/49.5	P/M ACC 18.5/13	
P/M EVD 4.6/999	E 7.7 W 1.5 F 1.5	
WD 0 T 1.5 D 1.5		
SKILLS N/A		
DATA DRAIN ITEMS		
N/A		
LOCATION		
Δ Detestable Golden Scent		

ALBERT Species: Goblin

LV 25 | SIZE S | DD TYPE Gremlin

HP/SP/PP 750/255/-1 | ELM. E | TOL. N/A

M/B RES 0/100 | P/M ATK 17.5/3

P/M DEF 95/999 | P/M ACC 29.5/21

P/M EVD 67.5/999 | E 12.7 | W 2.5 | F 2.5

WD 0 | T 2.5 | D 2.5


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Golden New Truth



JONUE R Species: Goblin

LV 30 | SIZE S | DD TYPE Gremlin

HP/SP/PP 890/305/-1 | ELM. E | TOL. N/A

M/B RES 100/70 | P/M ATK 20.5/3.5

P/M DEF 73/84 | P/M ACC 35/25

P/M EVD 39.1/99 | E 15.2 | W 3 | F 3

WD 0 | T 3 | D 3

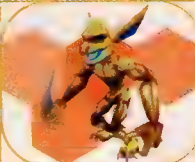
SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Vengeful Messenger



MARTINA R Species: Goblin

LV 45 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1310/455/-1 | ELM. N/A | TOL. M/A

M/B RES 25/100 | P/M ATK 29.5/5

P/M DEF 999/36.5 | P/M ACC 51.5/37

P/M EVD 999/1 | E 18 | W 18 | F 18

WD 18 | T 18 | D 18


SKILLS Rig Saem, Dek Do

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Vengeful Gate



ZYAN T Species: Goblin

LV 50 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1450/505/-1 | ELM. E | TOL. N/A

M/B RES 100/100 | P/M ATK 32.5/5.5

P/M DEF 80/130 | P/M ACC 57/41

P/M EVD 15.1/999 | E 20 | W 20 | F 20

WD 20 | T 20 | D 20


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Gambler's Scent



STEHDONEY X Species: Goblin

LV 50 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1450/505/-1 | ELM. E | TOL. 110/1

M/B RES 00 | P/M ATK 32.5/5.5

P/M DEF 87/130 | P/M ACC 57/41

P/M EVD 15.1/99 | E 20 | W 20 | F 20

WD 20 | T 20 | D 20


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

O Detestable Elusive Sunny Demon



MARTINA Species: Goblin

LV 1 | SIZE S | DD TYPE Gremlin

HP/SP/PP 555/-1 | ELM. E | TOL. N/A

M/B RES 00 | P/M ATK 15

P/M DEF 55 | P/M ACC 55

P/M EVD 75 | E 5 | W 5 | F 5

WD 99 | T 5 | D 5

SKILLS Rig Saem, Dek Do

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Golden Gate



ZYAN R Species: Goblin

LV 35 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1030/355/-1 | ELM. E | TOL. N/A

M/B RES 100/100 | P/M ATK 23.5/4

P/M DEF 81.5/95.5 | P/M ACC 40.5/29

P/M EVD 10.6/999 | E 17.7 | W 3.5 | F 3.5

WD 0 | T 3.5 | D 3.5

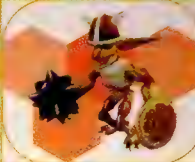
SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Vengeful Scent



STEHDONEY T Species: Goblin

LV 40 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1170/405/-1 | ELM. E | TOL. N/A

M/B RES 90/100 | P/M ATK 26.5/4.5

P/M DEF 70/107 | P/M ACC 46/33

P/M EVD 12.1/99 | E 16 | W 16 | F 16

WD 16 | T 16 | D 16


SKILLS La Repth

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Gambler's Sunny Demon



ALBERT T Species: Goblin

LV 55 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1590/555/-1 | ELM. E | TOL. N/A

M/B RES 0/100 | P/M ATK 35.5/6

P/M DEF 195/999 | P/M ACC 108/45

P/M EVD 76/999 | E 22 | W 22 | F 22

WD 22 | T 22 | D 22


SKILLS GiGan Don, Dek Do

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Gambler's New Truth



JONUE X Species: Goblin

LV 55 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1590/555/-1 | ELM. E | TOL. N/A

M/B RES 100/100 | P/M ATK 35.5/6

P/M DEF 95.5/141.5 | P/M ACC 62.5/45

P/M EVD 71.6/99 | E 22 | W 22 | F 22

WD 22 | T 22 | D 22


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

O Detestable Elusive Messenger



STEHDONEY R Species: Goblin

LV 25 | SIZE S | DD TYPE Gremlin

HP/SP/PP 750/255/-1 | ELM. E | TOL. N/A

M/B RES 0 | P/M ATK 75

P/M DEF 64.5/72.5 | P/M ACC 55

P/M EVD 7.6/99 | E 12.7 | W 2.5 | F 2.5

WD 0 | T 2.5 | D 2.5


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Sunny Demon



ALBERT R Species: Goblin

LV 4 | SIZE S | DD TYPE Gremlin

HP/SP/PP 75/-1 | ELM. E | TOL. E

M/B RES 0 | P/M ATK 26.5/4.5

P/M DEF 55 | P/M ACC 46/33

P/M EVD 55 | E 5 | W 4 | F 4

WD 1 | T 1 | D 1


SKILLS N/A

DATA DRAIN ITEMS

N/A

LOCATION

Δ Detestable Vengeful New Truth



JONUE T Species: Goblin

LV 45 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1310/455/-1 | ELM. E | TOL. 100

M/B RES 00 | P/M ATK 29.5/5

P/M DEF 78.5/118.5 | P/M ACC 51.5/37

P/M EVD 58.6/99 | E 18 | W 18 | F 18

WD 18 | T 18 | D 18

SKILLS La Repth

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Gambler's Messenger



MARTINA T Species: Goblin

LV 60 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1730/605/-1 | N/A | ELM. MA | TOL. 35/10

M/B RES 0 | P/M ATK 38.5/6.5

P/M DEF 999/48.5 | P/M ACC 68/85

P/M EVD 999/18.1 | E 99 | W 99 | F 99

WD 99 | T 99 | D 99


SKILLS Oi Repth, Dek Do

DATA DRAIN ITEMS

N/A

LOCATION

Σ Detestable Gambler's Gate



ZYAN X Species: Goblin

LV 60 | SIZE S | DD TYPE Gremlin

HP/SP/PP 1730/605/-1 | ELM. E | TOL. N/A

M/B RES 100/100 | P/M ATK 38.5/6.5

P/M DEF 95/153 | P/M ACC 68/49

P/M EVD 18.1/999 | E 24 | W 24 | F 24

WD 24 | T 24 | D 24


SKILLS Oi Repth, Maj Lei

DATA DRAIN ITEMS

N/A

LOCATION

O Detestable Elusive Scent



ALBERT X			Species: Goblin		
LV 65	SIZE S	DD TYPE Gremlin			
HP/SP/PP 1870/655/-1		ELM. E	TOL. N/A		
M/B RES 0/100		P/M ATK 41.5/7			
P/M DEF 225/999		P/M ACC 124/53			
P/M EVD 88/999		E 26	W 26	F 26	
WD 26	T 26	D 26			
SKILLS MeGan Rom, Rip Synk					
DATA DRAIN ITEMS					
N/A					
LOCATION					
O Detestable Elusive New Truth					



MARTINA X			Species: Golem					
LV 70	SIZE S	DD TYPE	Gremlin					
HP/SP/PP 2010/705/-1		ELM.	N/A	TOL.	MA			
M/B RES 35/100		P/M ATK	44.5/7.5					
P/M DEF 999/63.5		P/M ACC	79/99					
P/M EVD 999/42.1		E 99	W 99	F 99				
WD 99	T 99	D 99						
SKILLS						Ol Repth, Miu Lei		
DATA DRAIN ITEMS								
N/A								
LOCATION								
O Detestable Elusive Gate								



The Sub Bosses

LV 68		SIZE	DD TYPE Moai	
HP/SP/PP 29884/685/4100		ELM.	E	TOL. E
M/B RES 69/100		P/M ATK	56.9/41.3	
P/M DEF 171/61.7		P/M ACC	104/55.4	
P/M EVD 20.5/6.9		E 34	W 27.2	P 27.2
WD 6.8	T 27.2	D 27.2		
SKILLS OrGan Zot				
DATA DRAIN ITEMS				
Virus Core M				
LOCATION				
O Bigoted Snowflake's Capsule				




SERB&RU			Species: Dog		
LV 82	SIZE	DD TYPE Little Doggie			
HP/SP/PP 21066/825/12350		ELM. F	TOL. F		
M/B RES 100/100		P/M ATK 68.1/41.5			
P/M DEF 141.4/98.9		P/M ACC 92.2/107.6			
P/M EVD 24.7/8.3		E 32.8	W 0	F 82	
WD 32.8	T 32.8	D 32.8			
SKILLS N/A					
DATA DRAIN ITEMS					
Virus Core W					
LOCATION					
O Splendid Emerald Nobleman					




SKULL DEATH			Species: Death Head		
LV 82	SIZE	DD TYPE Death Head			
HP/SP/PP 21066/825/12350		ELM. D	TOL. N/A		
M/B RES 100/100		P/M ATK 68.1/43.5			
P/M DEF 161.4/99.4		P/M ACC 92.2/125			
P/M EVD 24.7/24.7		E 70	W 70	F 70	
WD 70	T 70	D 70			
SKILLS Ap Corv					
DATA DRAIN ITEMS					
Virus Core X					
LOCATION					
O Dreaming Moonlit Gravestone					





AIROTA FE/THSR				Species: Bird	
LV 82	SIZE	DD TYPE Pippy			
HP/SP/PP 21066/825/12350		ELM.	N/A	TOL.	N/A
M/B RES 100/100		P/M ATK 68.1/8.7			
P/M DEF 141.4/98.9		P/M ACC 125/124			
P/M EVD 194/8.3		E 32	W 32	F 32	
WD 32	T 32	D 32			
SKILLS Krake Rf					
DATA DRAIN ITEMS					
Virus Core Y					
LOCATION					
O Muted Starving Dry Sea					



DE(TH ISPA&ST				
LV 82	SIZE	DD TYPE	Astro Prince	
HP/SP/PP 21066/825/12350		ELM.	N/A	TOL. N/A
M/B RES 100/100		P/M ATK	76.3/58.4	
P/M DEF 204/138		P/M ACC	92.2/125	
P/M EVD 24.7/194		E 32.8	W 32.8	F 32.8
WD 32.8	T 32.8	D 32.8		
SKILLS Lanceor Rf, Mumyn Lei				
DATA DRAIN ITEMS				
Virus Core Z				
LOCATION				
O Rotting Countess Sacrifice				
				



DAWN WANDERER			Species: Lizard
LV 90	SIZE	DD TYPE Dragon Puppy	
HP/SP/PP 20858/905/-1	N/A	ELM. N/A	TOL. 10
M/B RES 00	P/M ATK		83.5/28
P/M DEF 215/144.5	P/M ACC		137/137
P/M EVD 27.1/27.1	E 26.4	W 26.4	F 26.4
WD 26.4	T 26.4	D 26.4	
SKILLS N/A			
DATA DRAIN ITEMS			
N/A			
LOCATION			
O Reincarnated Purgatorial Altar			



TEMPTRESS LOVER Species Lizard									
LV 99		SIZE		DD TYPE Dragon Puppy					
HP/SP/PP 21092/995/-1				ELM.		N/A		TOL. N/A	
M/B RES 100/100				P/M ATK		91.6/50.5			
P/M DEF 233/188.6				P/M ACC		150.5/150.5			
P/M EVD 29.8/29.8				E 33.6		W 33.6		P 33.6	
WD 33.6		T 33.6		D 33.6					
SKILLS N/A									
DATA DRAIN ITEMS									
N/A									
LOCATION									
O Reincarnated Purgatorial Altar									



Phase Boss Monsters

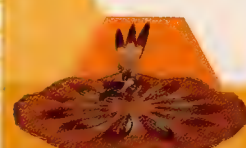
This section provides all of the details you'll need about the main bosses of .Hack Vol.4: the Phase Monsters. These monsters appear in the order you'll encounter them.

Phase 6: The Temptress: Macha

MACHA			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 30000/999/25000		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	70/70		
PHYSICAL/MAGICAL DEF	600/600		
PHYSICAL/MAGICAL ACC	99/99		
PHYSICAL/MAGICAL EVD	29.8/29.1		
EARTH 10.5	WATER 10.5	FIRE 10.5	
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5	
SKILLS Suspicious Seduction, Sprite of Love, Wave of Charm, PhaVak Don, PhaRue Zot, PhaGan Zot, PhaRai Don			
DATA DRAIN ITEMS Segment 3			
LOCATION Σ Graceful Tempting Fallen Angel			



MACHA (DRAINED)			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 6000/999/25000		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	70/70		
PHYSICAL/MAGICAL DEF	600/600		
PHYSICAL/MAGICAL ACC	99/99		
PHYSICAL/MAGICAL EVD	29.8/29.1		
EARTH 10.5	WATER 10.5	FIRE 10.5	
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5	
SKILLS Suspicious Seduction, PhaVak Don, PhaRue Zot, PhaGan Zot, PhaRai Don, Ol Rept			
DATA DRAIN ITEMS N/A			
LOCATION Σ Graceful Tempting Fallen Angel			



Cubia Core

REPTH GOMORA			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 1600/999/-1		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	32.5/32.5		
PHYSICAL/MAGICAL DEF	450/350		
PHYSICAL/MAGICAL ACC	80/80		
PHYSICAL/MAGICAL EVD	18/18		
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Rept			
DATA DRAIN ITEMS N/A			
LOCATION O Cruel Vindictive Scars			



VARIAS GOMORA			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 1400/999/-1		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	42.5/42.5		
PHYSICAL/MAGICAL DEF	450/350		
PHYSICAL/MAGICAL ACC	80/80		
PHYSICAL/MAGICAL EVD	18/18		
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Duk Lei, Suvi Lei, Dek Do, Miu Lei, Mumyn Lei, Ranki Lei, Maj Lei			
DATA DRAIN ITEMS N/A			
LOCATION O Cruel Vindictive Scars			



DOWNER GOMORA			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 1400/999/-1		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	49.2/49.2		
PHYSICAL/MAGICAL DEF	450/350		
PHYSICAL/MAGICAL ACC	80/80		
PHYSICAL/MAGICAL EVD	18/18		
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS N/A			
DATA DRAIN ITEMS N/A			
LOCATION O Cruel Vindictive Scars			



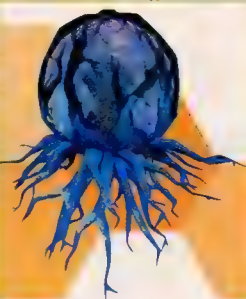
KILL GOMORA			
LEVEL 99	SIZE	DATA DRAIN MONSTER	
HP/SP/PP 1500/999/-1		MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	35/56.7		
PHYSICAL/MAGICAL DEF	450/350/80		
PHYSICAL/MAGICAL ACC	18/18		
PHYSICAL/MAGICAL EVD	30		
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Gomora Attack			
DATA DRAIN ITEMS N/A			
LOCATION O Cruel Vindictive Scars			



CUBIA CORE (A)

Species: N/A

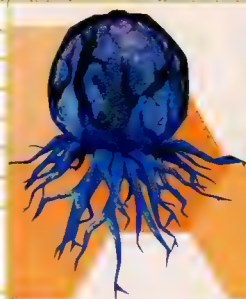
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	4000 (5500, 7000)/999/-1	MIND/BODY RESISTANCE	N/A
ELEMENT	PA	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	30/30		
PHYSICAL/MAGICAL DEF	999/400		
PHYSICAL/MAGICAL ACC	100/100		
PHYSICAL/MAGICAL EVD	999/15		
EARTH	30	WATER	30
WOOD	30	THUNDER	30
		DARKNESS	30
SKILLS	Jihad, Ark Bullet, Megiddo Flame, Chaos Gehenna, Legion's Reach		
DATA DRAIN ITEMS	N/A		
LOCATION	O Cruel Vindictive Scars		



CUBIA CORE (B)

Species: N/A

LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	4000 (5500, 7000)/999/-1	MIND/BODY RESISTANCE	N/A
ELEMENT	MA	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	30/30		
PHYSICAL/MAGICAL DEF	400/999		
PHYSICAL/MAGICAL ACC	100/100		
PHYSICAL/MAGICAL EVD	30/999		
EARTH	30	WATER	30
WOOD	30	THUNDER	30
		DARKNESS	30
SKILLS	Jihad, Ark Bullet, Megiddo Flame, Chaos Gehenna, Legion's Reach		
DATA DRAIN ITEMS	N/A		
LOCATION	O Cruel Vindictive Scars		



Phase 7: The Avenger: Tarvos

TARVOS

Species: N/A

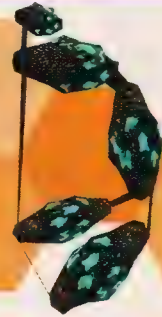
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	30000/999/25000	MIND/BODY RESISTANCE	N/A
ELEMENT	PA/MA	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	20/80		
PHYSICAL/MAGICAL DEF	999/200		
PHYSICAL/MAGICAL ACC	127.3/127.3		
PHYSICAL/MAGICAL EVD	999/33.6		
EARTH	10.5	WATER	10.5
WOOD	10.5	THUNDER	10.5
		DARKNESS	10.5
SKILLS	Malice Light, Cursed Death Play, Wave of Hatred, Rain of Vengeance, Suvi Lei, Dek Do, Murnyn Lei, PhaAni Zot		
DATA DRAIN ITEMS	Virus Core Z		
LOCATION	O Cruel Vindictive Scars		



TARVOS (DRAINED)

Species: N/A

LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	7000/999/25000	MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	20/99		
PHYSICAL/MAGICAL DEF	500/500		
PHYSICAL/MAGICAL ACC	127.3/127.3		
PHYSICAL/MAGICAL EVD	30.1/33.6		
EARTH	10.5	WATER	10.5
WOOD	10.5	THUNDER	10.5
		DARKNESS	10.5
SKILLS	Malice Light, Wave of Hatred, Suvi Lei, Dek Do, Murnyn Lei, PhaAni Zot, Ol Rept		
DATA DRAIN ITEMS	N/A		
LOCATION	O Cruel Vindictive Scars		



Final Cubia Battle

REITH GOMORA

Species: N/A

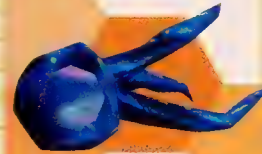
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	1800/999/-1	MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	48/32.5		
PHYSICAL/MAGICAL DEF	600/600		
PHYSICAL/MAGICAL ACC	90/90		
PHYSICAL/MAGICAL EVD	25/25		
EARTH	40	WATER	40
WOOD	40	THUNDER	40
		DARKNESS	40
SKILLS	Repth		
DATA DRAIN ITEMS	N/A		
LOCATION	Δ Reincarnated Purgatorial Altar		



VARIAS GOMORA

Species: N/A

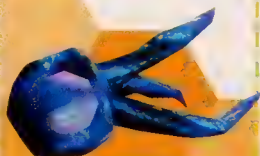
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	1800/999/-1	MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK	42.5/42.5		
PHYSICAL/MAGICAL DEF	600/600		
PHYSICAL/MAGICAL ACC	90/90		
PHYSICAL/MAGICAL EVD	25/25		
EARTH	40	WATER	40
WOOD	40	THUNDER	40
		DARKNESS	40
SKILLS	Duk Lei, Suvi Lei, Dek Do, Miu Lei, Murnyn Lei, Ranki Lei, Maj Lei		
DATA DRAIN ITEMS	N/A		
LOCATION	Δ Reincarnated Purgatorial Altar		



DRAINED SEPHIRA

Species: N/A

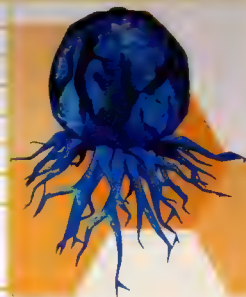
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	1600/999/-1		MIND/BODY RESISTANCE N/A N/A
ELEMENT	100/10	TOLERANCE	0
PHYSICAL/MAGICAL ATK		49.2/49.2	
PHYSICAL/MAGICAL DEF		600/600	
PHYSICAL/MAGICAL ACC		90/90	
PHYSICAL/MAGICAL EVD		25/25	
EARTH 40	WATER 40	FIRE 40	
WOOD 40	THUNDER 40	DARKNESS 40	
SKILLS N/A			
DATA DRAIN ITEMS N/A			
LOCATION Δ Reincarnated Purgatorial Altar			



CUBIA CORE (A)

Species: N/A

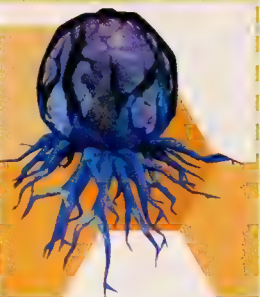
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	5000 (6000, 7000)/999/-1		MIND/BODY RESISTANCE N/A
ELEMENT	PA	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK		15/15	
PHYSICAL/MAGICAL DEF		999/600	
PHYSICAL/MAGICAL ACC		100/100	
PHYSICAL/MAGICAL EVD		999/30	
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Jihad, Ark Bullet, Megiddo Flame, Chaos Gehenna, Legion's Reach, Armageddon, Sodom's Curse			
DATA DRAIN ITEMS N/A			
LOCATION Δ Reincarnated Purgatorial Altar			



CUBIA CORE (B)

Species: N/A

LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	5000 (6000, 7000)/999/-1		MIND/BODY RESISTANCE N/A
ELEMENT	MA	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK		15/15	
PHYSICAL/MAGICAL DEF		600/999	
PHYSICAL/MAGICAL ACC		115.3/115.3	
PHYSICAL/MAGICAL EVD		30/999	
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Jihad, Ark Bullet, Megiddo Flame, Chaos Gehenna, Legion's Reach, Armageddon, Sodom's Curse			
DATA DRAIN ITEMS N/A			
LOCATION Δ Reincarnated Purgatorial Altar			



CUBIA

Species: N/A

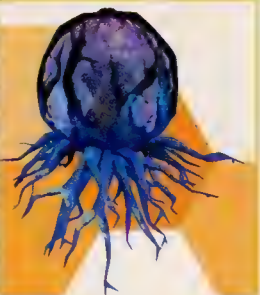
LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	4000/999/-1		MIND/BODY RESISTANCE N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK		18/18	
PHYSICAL/MAGICAL DEF		550/550	
PHYSICAL/MAGICAL ACC		90/90	
PHYSICAL/MAGICAL EVD		18/20	
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Chaos Gehenna, Jihad, Arc Bullet, Megiddo Flame, Sodom's Curse, Abaddon's Terror			
DATA DRAIN ITEMS N/A			
LOCATION Δ Reincarnated Purgatorial Altar			




CUBIA (PHASE 2)

Species: N/A


LEVEL	99	SIZE	DATA DRAIN MONSTER
HP/SP/PP	9999/999/-1		MIND/BODY RESISTANCE N/A
ELEMENT	N/A	TOLERANCE	100/100
PHYSICAL/MAGICAL ATK		18/18	
PHYSICAL/MAGICAL DEF		550/550	
PHYSICAL/MAGICAL ACC		90/90	
PHYSICAL/MAGICAL EVD		18/20	
EARTH 30	WATER 30	FIRE 30	
WOOD 30	THUNDER 30	DARKNESS 30	
SKILLS Arc Bullet, Armageddon, Chaos Gehenna, Jihad, Sodom's Curse, Abaddon's Terror, Sephira Returner			
DATA DRAIN ITEMS N/A			
LOCATION Δ Reincarnated Purgatorial Altar			




Phase 8 The Rebirth: Corbenik

CORBENIK				Species: N/A
LEVEL 99		SIZE	DATA DRAIN MONSTER	
HP/SP/PP 10000/999/-1		MIND/BODY RESISTANCE N/A		
ELEMENT N/A		TOLERANCE 100/100		
PHYSICAL/MAGICAL ATK		80/99		
PHYSICAL/MAGICAL DEF		700/700		
PHYSICAL/MAGICAL ACC		139.3333333/99		
PHYSICAL/MAGICAL EVD		70/70		
EARTH 10.5	WATER 10.5	FIRE 10.5		
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5		
SKILLS Wave of Rebirth, Suvi Lei, PhaJuk Zot				
DATA DRAIN ITEMS N/A				
LOCATION Omega Root Town				


CORBENIK (PHASE 2)					Species: N/A
LEVEL 99		SIZE	DATA DRAIN MONSTER		
HP/SP/PP 25000/999/-1		MIND/BODY RESISTANCE			N/A
ELEMENT		N/A	TOLERANCE		100/100
PHYSICAL/MAGICAL ATK		44/90			
PHYSICAL/MAGICAL DEF		500/500			
PHYSICAL/MAGICAL ACC		50/151.3			
PHYSICAL/MAGICAL EVD		29.8/42.6			
EARTH 10.5	WATER 10.5	FIRE	10.5		
WOOD 10.5	THUNDER 10.5	DARKNESS	10.5		
SKILLS					
Wave of Rebirth, Malicious Quickening, Fierce Flash, Cruel Exploitation, Suvi Lei, PhaJuk Zot					
DATA DRAIN ITEMS N/A					
LOCATION Omega Root Town					



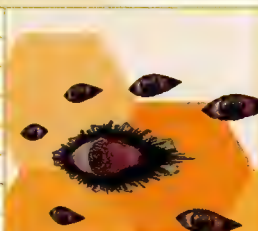
HELL SEEKER				Species: N/A
LEVEL 99		SIZE	DATA DRAIN MONSTER	
HP/SP/PP 550/999/-1		MIND/BODY RESISTANCE N/A		
ELEMENT N/A		TOLERANCE 100/100		
PHYSICAL/MAGICAL ATK		70/90		
PHYSICAL/MAGICAL DEF		450/350		
PHYSICAL/MAGICAL ACC		80/80		
PHYSICAL/MAGICAL EVD		18/18		
EARTH 10.5	WATER 10.5	FIRE 10.5		
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5		
SKILLS Injust Punishment				
DATA DRAIN ITEMS N/A				
LOCATION Omega Root Town				



CORBENIK SEED				Species: N/A	
LEVEL 99		SIZE	DATA DRAIN MONSTER		
HP/SP/PP 250/999/-1		MIND/BODY RESISTANCE		N/A	
ELEMENT		MA	TOLERANCE		100/100
PHYSICAL/MAGICAL ATK		16/16			
PHYSICAL/MAGICAL DEF		200/999			
PHYSICAL/MAGICAL ACC		23/18			
PHYSICAL/MAGICAL EVD		24/19			
EARTH 50	WATER 99	FIRE		50	
WOOD 99	THUNDER 99	DARKNESS		99	
SKILLS Bud of Evolution					
DATA DRAIN ITEMS N/A					
LOCATION Omega Root Town					




CORBENIK (PHASE 3)				Species: N/A
LEVEL 99	SIZE	DATA DRAIN MONSTER		
HP/SP/PP 27000/999/-1			MIND/BODY RESISTANCE	N/A
ELEMENT	N/A	TOLERANCE	100/100	
PHYSICAL/MAGICAL ATK		44/94.2		
PHYSICAL/MAGICAL DEF		450/500		
PHYSICAL/MAGICAL ACC		50/163.3		
PHYSICAL/MAGICAL EVD		42.1/47.1		
EARTH 10.5	WATER 10.5	FIRE	10.5	
WOOD 10.5	THUNDER 10.5	DARKNESS	10.5	
SKILLS Wave of Rebirth, Grand Complication, Vivid Purification				
DATA DRAIN ITEMS N/A				
LOCATION Omega Root Town				



VARIAS SEEKER					Species: N/A
LEVEL 99		SIZE	DATA DRAIN MONSTER		
HP/SP/PP 500/999/-1			MIND/BODY RESISTANCE N/A		
ELEMENT		N/A	TOLERANCE		100/100
PHYSICAL/MAGICAL ATK			60/49.2		
PHYSICAL/MAGICAL DEF			450/350		
PHYSICAL/MAGICAL ACC			80/80		
PHYSICAL/MAGICAL EVD			18/18		
EARTH 10.5	WATER 10.5	FIRE 10.5			
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5			
SKILLS Suvi Lei, Mumyn Lei, Ranki Lei, Injust Punishment					
DATA DRAIN ITEMS N/A					
LOCATION Omega Root Town					

DEPTH SEEKER				Species: N/A
LEVEL 99	SIZE	DATA DRAIN MONSTER		
HP/SP/PP 400/999/-1	MIND/BODY RESISTANCE		N/A	
ELEMENT	MA	TOLERANCE	100/100	
PHYSICAL/MAGICAL ATK		55/40		
PHYSICAL/MAGICAL DEF		600/600		
PHYSICAL/MAGICAL ACC		90/90		
PHYSICAL/MAGICAL EVD		25/25		
EARTH 10.5	WATER 10.5	FIRE 10.5		
WOOD 10.5	THUNDER 10.5	DARKNESS 10.5		
SKILLS Ola Repth, Injust Punishment				
DATA DRAIN ITEMS N/A				
LOCATION Omega Root Town				



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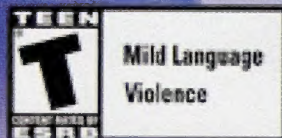
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An Imprint of Pearson Education

800 E. 96th St., 3rd Floor
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ISBN: 0-7440-0327-X

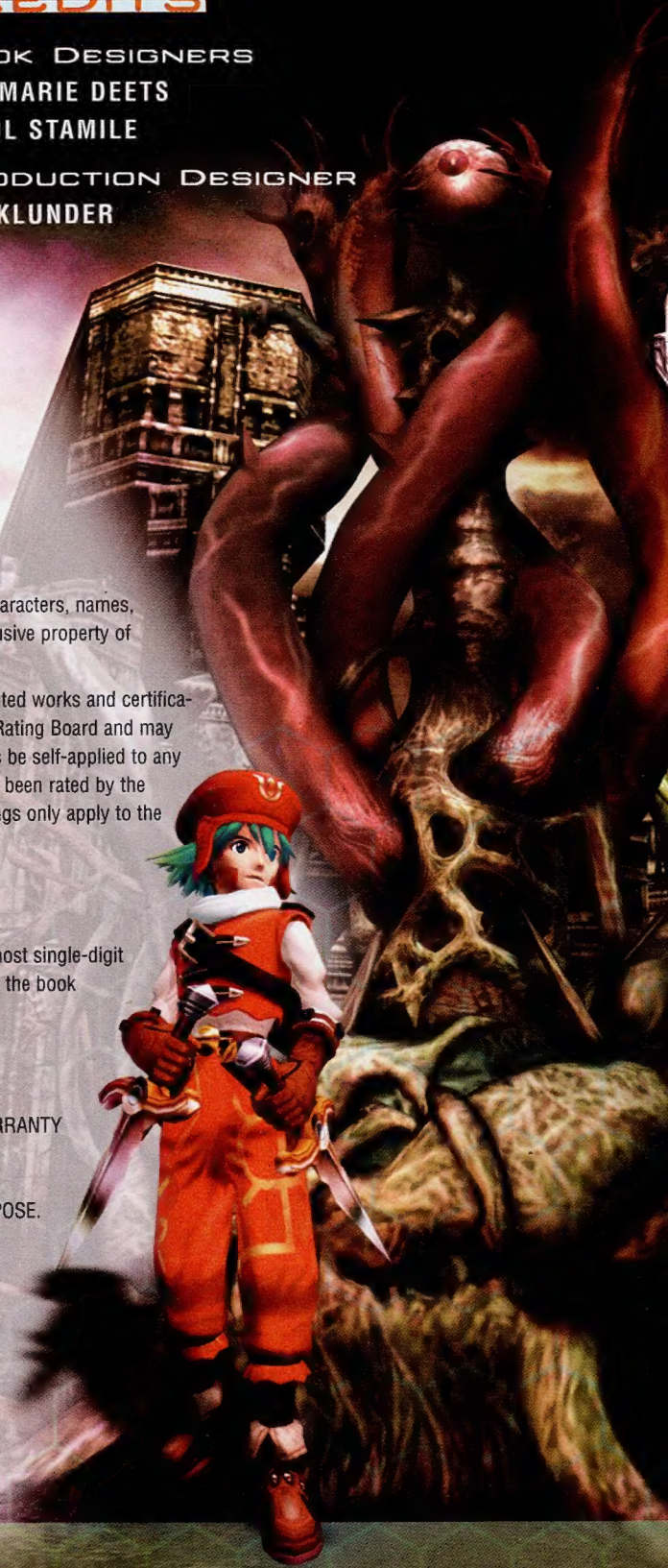
Library of Congress Catalog No.: 2003116625

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.

06 05 04 03 4 3 2 1

Manufactured in the United States of America.

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